Portrait Professional User Manual

Version 11.0

Anthropics Technology Ltd

www.portraitprofessional.com

© 2012 Anthropics Technology Ltd.

Table of Contents

Part I Getting Started 6

1 Quick Start Guide ... 7
2 Top Tips For Best Results ... 9
3 Portrait Professional Editions ... 10

Part II Step By Step Guide 12

1 Open An Image ... 12
2 Select Gender ... 13
3 Locate The Main Features ... 14
4 Adjust The Outline ... 15
5 Enhance The Image ... 18
6 Select Another Face To Enhance ... 19
7 Group Shots ... 19
8 Full Body Enhancement ... 20
9 Plug-in Mode ... 20

Part III Reference 26

1 Menu Commands Reference ... 26
- File Menu ... 26
- Edit Menu ... 28
- Full Body Skin ... 28
- View Menu ... 28
- Help Menu ... 29

2 Controls Panel Reference ... 30
- Zoom Control ... 31
- Saved Sliders ... 33
- Slider Controls ... 35
- Face Sculpt Controls ... 36
- Skin Smoothing Controls ... 39
- Eye Controls ... 42
- Mouth & Nose Controls ... 45
- Skin Coloring Controls ... 46
- Skin Lighting Controls ... 47
- Hair Controls ... 48
- Picture Controls ... 50
- Skin Area Tools ... 52
- Hair Area Tools ... 52

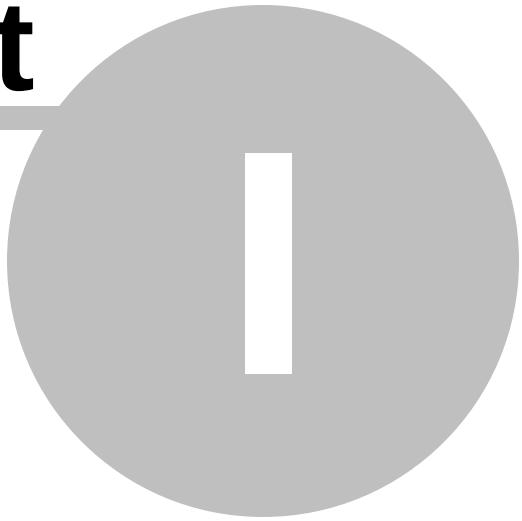
3 Dialogs Reference ... 53
- Save Image Options ... 53
- Settings ... 54
  - General Settings ... 56

© 2012 Anthropics Technology Ltd.

Color Settings ... 57
Language Settings ... 59
Plugin ... 60
Save Sliders ... 62
Manage Saved Sliders ... 64
Skin Area ... 65
Batch ... 65
4 Tools Reference ... 68
Pan Tool ... 68
Brush Tools ... 68
Area Brush Tools ... 69
Crop Tool ... 70
5 Third Party Credits ... 71
6 Supported File Types ... 74
7 Keyboard Shortcuts ... 76
Part IV Installation Guide 80
1 Manual Activation ... 84
Index 87

© 2012 Anthropics Technology Ltd.

Part



1 Getting Started

Introduction

Portrait Professional is the easiest and fastest way to re-touch portraits in just five easy steps, allowing you to achieve professional results in minutes.

Portrait Professional works in a completely different way to ordinary airbrushing and photo editing software normally used by the pros. Portrait Professional has been trained with hundreds of examples of human beauty, and as a result you can add as much or as little photo enhancement as required - by simply moving sliders.

In fact due to the innate knowledge of human beauty built into Portrait Professional, the highest quality photo touch-up can be achieved by anyone in just a few minutes.

Portrait Professional is available in three editions 10, Standard, Studio and Studio64. All editions are covered by this manual.

Portrait Professional is available for Windows and Mac computers. This manual is for the Mac Portrait Professional.

Getting Started

Take a look at the Quick Start Guide 7 to see a quick overview of how to use Portrait Professional.

The Step By Step Guide 12 provides more detailed information about each step.

If you need further help, please visit www.portraitprofessional.com/support where you see the latest FAQ, and access our support ticket system. The support ticket system lets you send a question to our support staff.

© 2012 Anthropics Technology Ltd.

1.1 Quick Start Guide

Portrait Professional will guide you through each step but have a look at the quick start guide below to familiarize yourself with the stages.

Step 1 - Select the image to enhance

When you open Portrait Professional, you will get the welcome screen.

To edit your own picture click on the **Open** button, or select *Open...* from the *File* menu. This brings up the file open dialog where you can select the image you want to load.

If you don't have an image to hand, you can click on one of the example pictures instead.

Portrait Professional will load your image and show it in the main working area.

Learn more about step 1. 12

Step 2 - Select the gender of the face you want to enhance

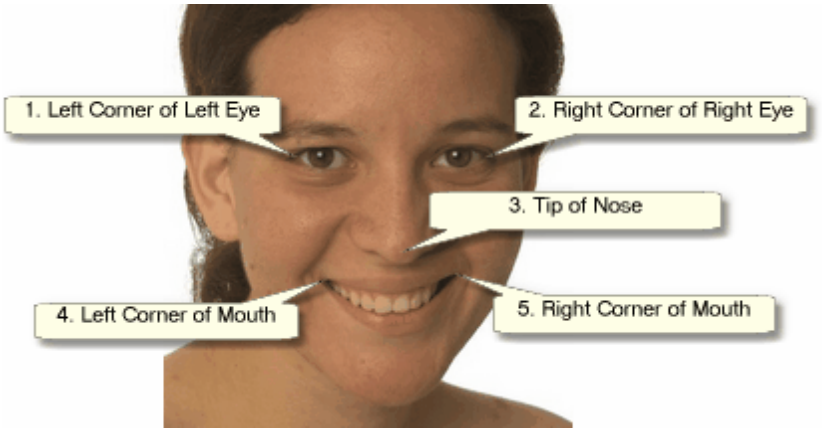
Click on the female or male button to let Portrait Professional know whether the face is a female or male face.

If the image is not the right way up, click on the orientation button that matches the orientation of your image to rotate your image. The orientation buttons are at the bottom of the controls panel.

Learn more about step 2 13.

Step 3 - Click on 5 key points on the face

Click on each of the following points on the face in your image:



As you click on each point, Portrait Professional will automatically move on to the next point.

You will be shown an example image to help you know where to place each point.

You can adjust the position of any points you have already marked by clicking on one of those points and dragging it.

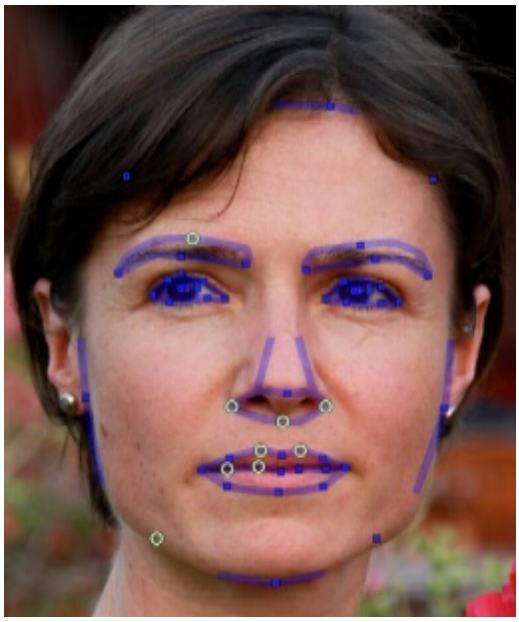
Learn more about step 3. 14

© 2012 Anthropics Technology Ltd.

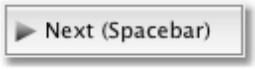
Step 4 - Adjust the outlines of features and face

Portrait Professional will automatically locate the features and show outlines around them. If any of these have not been found correctly, you can click and drag on any of the small circles or squares to move them into the correct position.

The important points are those around the eyes and mouth. The remaining points do not need to be marked accurately, so you should only need to spend a few seconds on this step. Generally the smaller the adjustments you make here, the better the results.



Once the outlines are in the correct position (or if no adjustment is necessary), press the space bar or click on the Next button.



Learn more about step 4. 15

Step 5 - View the enhanced image and fine tune the results

Portrait Professional will now start its automatic photo enhancement processing. Depending on the power of your PC this should only take a few seconds. When finished you will see the original portrait on the left of the screen and the enhanced version on the right (you can change this using the *View Before And After* and *View After Only* tabs at the top right of the picture).

Hold down the ENTER key to flip between the before and after picture to see the improvements.

Many people are happy with this initial enhancement, in which case you have just finished retouching your first picture using Portrait Professional. However, you can very quickly and easily fine tune any of the enhancements using the controls on the right hand side of the screen, to get any result you want from heavily airbrushed glamour effects to natural beauty.

At any time, you can now save your enhanced portrait by selecting "Save" from the File menu 26 at the top left of the screen.

You can also save the whole project by choosing "Save Session" – this allows you to come back and edit the

© 2012 Anthropics Technology Ltd.

portrait at a later time without having to go through Steps 1 – 4 again.

Occasionally, inaccurate positioning of the face points can cause problems such as distortion of the face or lips. To correct this, you can adjust the outlines that are shown on the *Before* view. As you drag points around in the *Before* view, you can immediately see what effect these changes are having in the *After* view.

If there is more than one face in the picture, press the "Other Faces" button to go to the Select Face stage.

Learn more about step 5. 18

1.2 Top Tips For Best Results

If you just read one page in this manual, make it this one to get the best results out of Portrait Professional.

Don't spend too long adjusting the outline

The Adjust The Outline 15 stage shouldn't take you very long.

You don't need to painstakingly position every point. In fact, you will get better results if you don't.

The only points that need to be accurately positioned are those around the eyes and mouth. For other points, if it is automatically placed in roughly the right place, resist the urge to make tiny changes to its position.

Move points as little as possible

When adjusting the outline 15, move points as little as possible to get them to the right place.

For example, when moving the points around the mouth, or around the face, just move them in or out to get them on the perimeter. Try to avoid moving the points around the perimeter.

The exception is corner points. The points at the corners of the eyes, or the corners of the mouth must go in the right place.

Don't push the sliders up too far

Often, you can greatly improve a picture with fairly subtle changes.

Push the sliders up just far enough to get the results you want.

If you go too far, the result can look unnatural or faked.

Don't use the sliders to fix small blemishes

You can avoid the need to push the sliders up too far by using the Touch-Up 39 tool to clean up spots and blemishes. This is better than pushing the sliders further up because that affects the whole face.

Make sure the skin area is right

Portrait Professional automatically works out which areas in your picture are skin. However, the automatic area selected can sometimes be adjusted to improve the results.

Use the skin Extend and Cut Back 52 tools to paint over any skin areas that are wrong.

© 2012 Anthropics Technology Ltd.

1.3 Portrait Professional Editions

Portrait Professional comes in three editions, Standard, Studio and Studio 64. The Standard edition is intended for more casual users or amateur photographers. The Studio edition is intended for enthusiast or professional users. The Studio and Studio 64 editions have all of the same features. The difference is that while the Studio edition is a 32-bit application, Studio 64 is a 64-bit application. This means it has access to all of the memory in your computer and so can handle larger images.

This manual covers all editions, with features that are only available in the Studio/Studio 64 edition indicated like this:

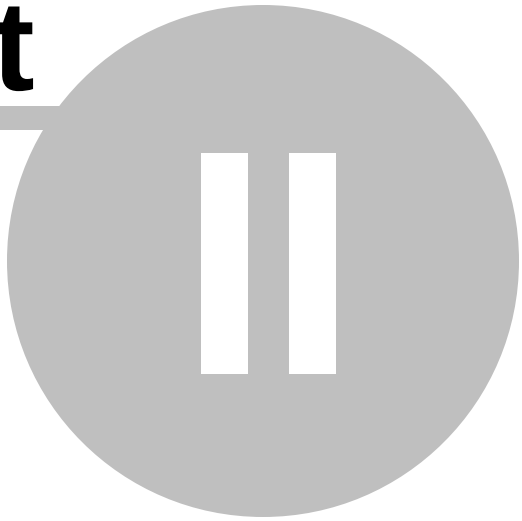
Studio Edition Only

The main differences between the Standard and Studio editions are listed below.

Photoshop plug-in support 60	The Studio edition comes with a Photoshop plug-in component. This allows you to open an image in Portrait Professional Studio directly from within Photoshop. When you have finished enhancing the image in Portrait Professional, the result is automatically loaded back into Photoshop.
Read RAW image files 74, and Adobe DNG files	Only the Studio edition can read RAW image files and Adobe DNG files.
16 bits per color sample support (48 bits per pixel)	The Studio edition can work with images containing 16 bits per color sample (48 bits per RGB pixel). The Standard edition is limited to 8 bits per color sample (24 bits per RGB pixel). RAW images typically contain more than 8 bits per color sample, so the Studio edition allows this extra information to be preserved. The Studio edition can read and write TIFF files containing 16 bits per color sample. The Standard edition cannot. The JPEG file format does not support 16 bits per color sample, so if an image containing 16 bits per color sample is saved to a JPEG file, it will automatically be converted to 8 bits per color sample.
Color profile support 57	Images can contain extra information about the "color space" that is used by the RGB color values. If this information is ignored, the colors that appear on the screen, and the colors in any file saved out may not be correct. Only the Studio edition reads, writes and applies this color space information.
Improved work-flow when enhancing multiple images 65	The Studio edition allows you to select multiple files using the file browser to set up a list of files to work through. This speeds up your work-flow, since you can use a single command after enhancing each image to save the result and load the next one.

© 2012 Anthropics Technology Ltd.

Part



2 Step By Step Guide

To enhance an image with Portrait Professional, you just need to follow a simple five step process.

The following sections describe each step in detail.

Step 1 - Open An Image 12

Step 2 - Select Gender 13

Step 3 - Locate The Main Features 14

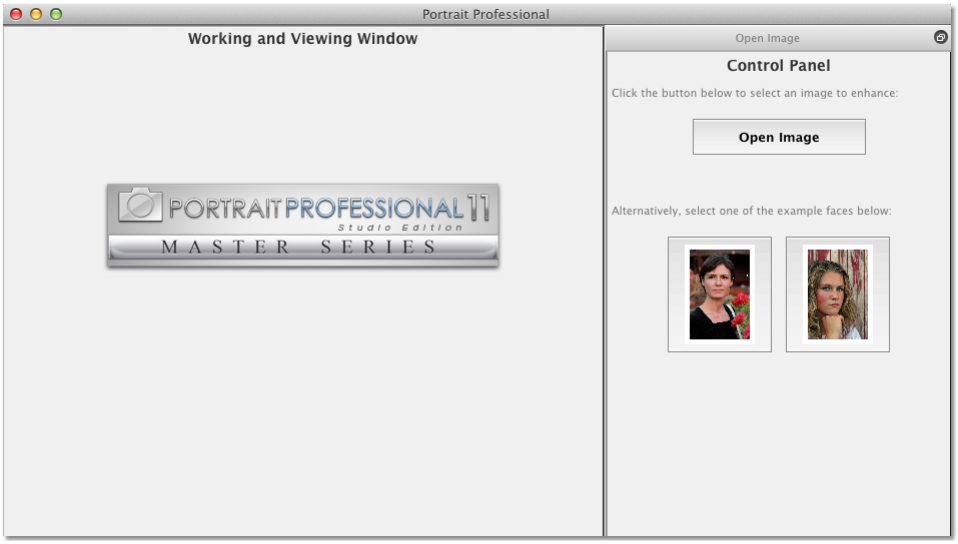
Step 4 - Adjust The Outline 15

Step 5 - Enhance The Image 18

2.1 Open An Image

The Portrait Professional Welcome screen

When you run Portrait Professional, it begins with the welcome screen:



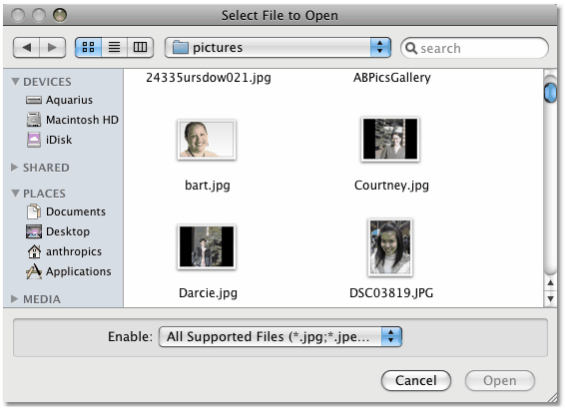
Open an image

To open an image to enhance, either:

- Press the **Open Image** button, or
- Select the *Open* command in the File menu 26.

This will bring up the File Open panel:

© 2012 Anthropics Technology Ltd.



Browse to the file you want to enhance, and press the Open button.

Alternatively, click on one of the example images if you want to try the application and don't have any suitable images to hand.

2.2 Select Gender

Select the gender

Portrait Professional needs to know the gender of the face being enhanced. This is because some of the enhancements depend on the gender to give the best result possible.

Press the **Female** button if the face is female (keyboard shortcut: **f**).

Press the **Male** button if the face is male (keyboard shortcut: **m**).

If the face is a child (under about 10 years old), check the **Child** checkbox. This will improve the results when enhancing children.

Portrait Professional will automatically advance to the next step once you have selected the gender.

example1.jpg – Portrait Professional
Step 1 – Select Gender
To create the best results, Portrait Professional needs to know the gender of the face being enhanced.
Select Gender
Child
Female
Male
Fix Orientation

© 2012 Anthropics Technology Ltd.

Enhancing skin only

If there is no face in the picture, press the **Enhance Skin Only** button. When you press this button, you will then be asked to select the skin area by painting over it using brush tools.

This option is only intended to be used if you want to use the skin enhancing when there is no face in the picture. If there is a face, you will get much better results if you select the gender and follow the usual steps to position the lines over the face. This will also usually be quicker since the skin area will be automatically selected.

If the Enhance Skin Only button is not shown, you need to enable it using the **Show "Enhance Skin Only" Button** checkbox in the General Settings 56 dialog.

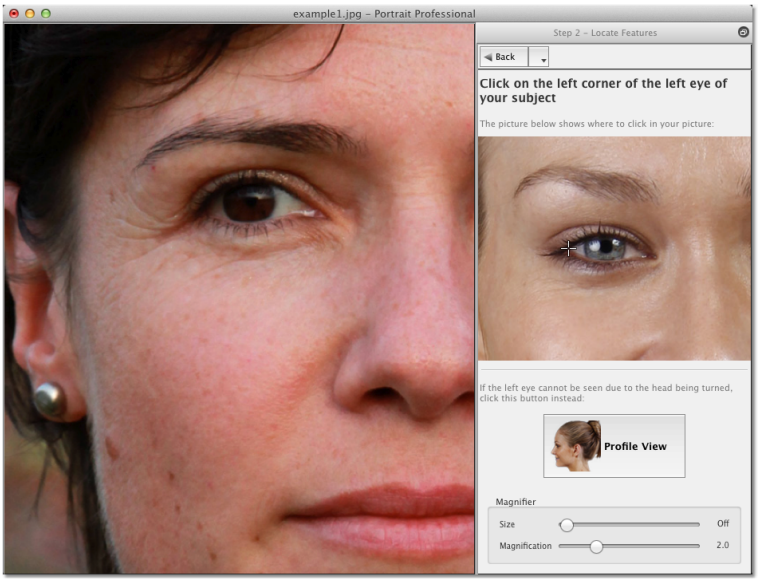
Adjust the image orientation

If your image is not the right way up, click on one of the buttons at the bottom of the controls panel. This will rotate your image in the direction shown by the arrows.

Note that you need to change the orientation before selecting the gender, since Portrait Professional automatically advances to the next step when you select the gender.

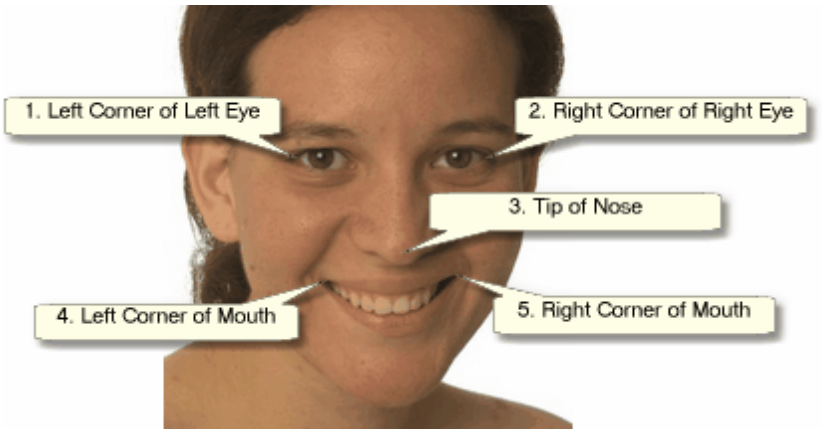
2.3 Locate The Main Features

After you have opened an image and selected the gender, the next step is to locate the positions of 5 key features on the face.


example1.jpg – Portrait Professional
Step 2 – Locate Features
Back
Click on the left corner of the left eye of your subject
The picture below shows where to click in your picture:
If the left eye cannot be seen due to the head being turned, click this button instead:
Profile View
Magnifier
Size
Off
Magnification
2.0

The 5 key features are:

© 2012 Anthropics Technology Ltd.



Locating the feature points

In the controls panel you can see an example of which point you need to click on next, as an image and as a text description.

Click on the corresponding position in your image.

If you hold down the mouse button when clicking in your image, you can see a cross appear. You can then drag the mouse to reposition the cross.

The cross will have a small text label next to it to remind you which point you are locating. These labels can be turned off if you don't like them using the General Settings 56 panel.

As soon as you release the mouse after clicking, Portrait Professional automatically asks you to select the next feature position. However, if you want to adjust the positions of any of the points you have already located, you can click on them and drag them.

Zooming In

To help you to position the points more accurately, you can hold down the CMD key to zoom in on the cursor.

Alternatively, you can turn on a magnifier by moving the magnifier size slider to the right. The magnifier shows the area in a circle around the cursor at a larger size when the cursor is over the image. The size of the magnifier circle and the amount of magnification can be adjusted using the sliders.

Profile views

If the face is viewed side on, press the **Profile View** button at the bottom of the control panel.

If you are not sure whether the face is being viewed in profile or not, the main test is whether you can see both eyes. If you can't see one of the eyes due to the head being turned, press the Profile View button.

When you press the Profile View button, you will only need to locate one eye point, the nose tip, and one mouth point.

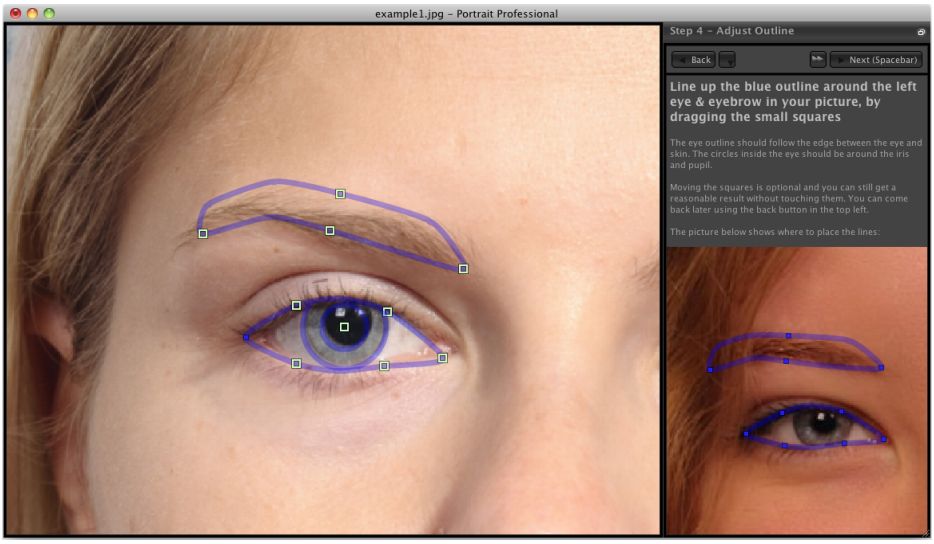
2.4 Adjust The Outline

Viewing and moving the outline

After the main feature points have been located 14, you can adjust the outlines around those features so that

© 2012 Anthropics Technology Ltd.

Portrait Professional knows more accurately where each feature is.


example1.jpg – Portrait Professional
Step 4 – Adjust Outline
Back
Next (Spacebar)
Line up the blue outline around the left eye & eyebrow in your picture, by dragging the small squares
The eye outline should follow the edge between the eye and skin. The circles inside the eye should be around the iris and pupil.
Moving the squares is optional and you can still get a reasonable result without touching them. You can come back later using the back button in the top left.
The picture below shows where to place the lines:

Adjusting the outline

The outline is shown as blue lines overlaid over your image in the main working view. The lines can be moved by dragging the control points.

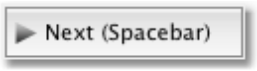
The control points are shown differently depending on how they were set:

- The **light green circles** - these are points that have been automatically placed based on where the other points are. Any of these points may move if any other points are moved.
- The **small blue squares** - these are points that you have placed. To begin with, just the 5 points that you located in the previous step are blue.
- The **small yellow squares** - these are points that have been placed by the automatic feature finder. If any of these points are in the wrong place, you will need to move them manually to the correct place.

Whenever you drag a control point, it will turn into a blue square to let you know that it is a point that you have positioned.

	For best results, try to move as few points as possible to line up the outline. Any points you do move, try to move as little as possible. If you spend a long time carefully adjusting every point, not only are you wasting time, but you are likely to end up with a worse result.

After you have adjusted each position (or if no adjustment is necessary), press the space bar or click on the Next button.



Adjusting the outline for each feature

For greater accuracy, you can ask Portrait Professional to show a zoomed in view of the main parts of the face to make it easier to check the positions of the outlines. This is done by clearing the **Skip Zoomed In Steps When Adjusting Outlines** check-box in the General Settings 56 panel.

This will happen automatically for profile (side-on) faces regardless of this setting, since the automatic feature

© 2012 Anthropics Technology Ltd.

finder does not support profile views.

Portrait Professional will take you to each of the features in turn so that you can check, and if necessary, adjust the positioning of the selected outline of each feature.

The features are shown in the following order.

Left eye and eyebrow

The left corner of the left eye is in the position you selected in the previous step, locating the main features 14.

You may want to adjust it now that the image is zoomed in more closely on the eye, along with the other points around the eye.

Two blue circles are shown inside the eye. The smaller circle should fit around the pupil (the black part in the middle of the eye). The larger circle should fit around the iris (the colored part of the eye). These circles are positioned automatically, so you will not usually need to adjust them. If they are in the wrong place, wait until the eye outline has been set before adjusting them since the circle positions may be fixed once the eye outline is correct.

If you do need to move the circles, click on the point in the center of the circles. This lets you reposition the circles.

If you click on the eye center point, two more points appear, one on each circle. These points let you adjust the sizes of the circles so that they fit around the pupil and iris respectively. The positions of these points around the circle don't matter, they are only used to set the sizes of the circles.

Depending on the shape of the eyebrow, it can be difficult to get the outline to fit around the eyebrow. In these cases, it is best to not worry about it and just get the position roughly correct. Even if you are able to get the outline to fit around the eyebrow reasonably well, if you had to move the points a lot to get it to fit, you may get a better result by moving the points less even if the eyebrow outline no longer goes around the eyebrow accurately.

Right eye and eyebrow

The same comments about the left eye and eyebrow apply to the right eye and eyebrow.

Nose and Mouth

When you get to this stage the Mouth Open Or Closed panel will appear, provided it has not been turned off in the General Settings 56. This panel has two buttons:

Mouth Open	Press this button if the mouth of the face you are enhancing is open. You will then see four lines between the corners of the mouth. The top two should be positioned around the upper lip, and the bottom two around the lower lip. If the line along the bottom of the top lip is placed close to the line along the top of the bottom lip, you will see the line along the top of the bottom lip disappear leaving just the control point in the middle. The mouth will then be treated as closed anyway.
Mouth Closed	Press this button if the mouth is closed. You will then see only three lines between the corners of the mouth. The center line should be placed along the line where the lips meet.

	If you are used to pressing the spacebar to quickly move on to the next stage, note you can also use this to dismiss the dialog asking if the mouth is open or closed. If this happens, the mouth will be selected as being open. If the mouth is in fact shut, you can either press the Back button followed by the Next button, and the panel will appear again, or you can simply move the middle two lines together.

© 2012 Anthropics Technology Ltd.

Face outline

The face outline does not need to be set accurately. The same rule applies here, that you will get the best results if you only move those points that need it, and move those as little as possible.

Try to avoid moving the face outline points around the face, just move them towards or away from the center of the face.

Once you have been through all the features, press the Next button one more time to start Portrait Professional processing your image. You will then be taken to the Enhance Image 18 step, where the fun begins!

2.5 Enhance The Image

After you have adjusted the outline around the face in your image, you are ready to start enhancing the image.

Viewing the result

You can choose whether you want to see the before and after image side by side, or whether you just want the enhanced image as large as possible. Use the tabs above the images to select which option you prefer.

Whichever option you use, you can always flip the enhanced ("after") image back to the original ("before") image to see the changes by pressing and holding the Enter key.

Changing the result

Portrait Professional will automatically enhance your image when you reach this stage. See Saved Sliders 33 for how to configure this default enhancement.

You can change how the image is enhanced by moving the sliders in the Controls panel 30.

The sliders are grouped into sections that control various aspects of the face. When you first enter this stage, the Face Sculpt Controls 36 and Skin Controls 39 sections are open, and the others are closed. Sections can be opened or closed by clicking on their title button. This has a small triangle pointing down if the section is open, or right if the section is closed.

Try moving the **Master Fade** slider in each section to get an idea of the overall effect controlled by that section.

The lower sliders in each section give you finer control over the effect.

Portrait Professional also comes with a set of Saved Sliders 33 settings, which set some or all of the sliders to pre-defined values to get a particular effect. You can go through these to see some of the types of enhancement possible for your photo.

Fixing problems

Most problems with the enhanced images are caused either by one or more sliders being pushed up too far, or by the skin or hair areas being wrong.

Use the Brush tools 68 to fix the skin and hair areas.

Other problems can occur if the outlines are not positioned correctly over the face. This can be corrected by moving the control points on the "before" image.

Saving the result

To save the result, select the **Save** command from the File Menu 26 or from the Next button at the top left.

This lets you save the enhanced image as a JPEG image file. The **Save Jpg/Tiff** option allows saving JPEG

© 2012 Anthropics Technology Ltd.

files with extra options, and also TIFF file saving.

If you would like to save all the settings so that you can reload your image and continuing adjusting the sliders, select the **Save Session** command from the File Menu. This saves the original image, all the point positions, the skin and hair areas and all the sliders values into a proprietary ".pp" file.

2.6 Select Another Face To Enhance

If there is more than one face in your photo that you want to enhance, select the menu command **File > Enhance Another Face In This Photo**.

This takes you to the **Select Face** stage, where you can see the faces that have already been located and enhanced in the photo. These are shown with a heading that indicates whether the face has been set as Female or Male, and also shows the outlines around the features.

Move the cursor over a face and two buttons appear:

Select	Selects this face and takes you back to the Enhance Image 18 stage where you can make further adjustments to how this face is enhanced.
Adjust Outlines	Takes you to the Adjust Outlines 15 stage where can make changes to the outlines around the features. Note that you can also adjust the outlines at the Enhance Image 18 stage, but you make prefer to make these changes in the Adjust Outlines 15 stage where you are also shown how the outlines should be positioned in a reference image.

Enhancing another face

To enhance another face in the image for the first time, press the **New Face** button in the controls panel. This will take you to the Select Gender 13 stage, from where you continue through the normal process until you reach the Enhance Image 18 stage.

Removing all changes to a face

If you want to remove all changes to a face, this can be done by pressing the cross icon on the right of the header at the top of the face. This will remove the outlines from the face and the face will then be left unchanged by Portrait Professional.

2.7 Group Shots

Working with group shots

If there is more than one face in your image, you simply need to go through the enhancement process with each face one by one.

Start by locating the feature points on one of the faces, and then go through the remaining steps until you are happy with how the face has been enhanced.

You can then repeat the process for any other faces in the image.

To go to the stage where you can select another face to enhance, either:

© 2012 Anthropics Technology Ltd.

- Select the menu command **File > Enhance Another Face In This Photo** (keyboard shortcut CTRL+E), or
- Press the **Other Faces** button in the toolbar at the Enhance Image 18 stage.

Either of these actions takes you to the Select Face 19 stage, where you can either start enhancing another face in the image, or select a face you have already enhanced to make further adjustments.

You can repeat this process as many times as you need until every face in the image has been enhanced.

2.8 Full Body Enhancement

Portrait Professional is designed to enhance portrait photos.

However, if your photo includes other parts of the body, then you can use the skin enhancement tools on other parts of the skin that can be seen.

To do this, all you need to do is make sure that the Portrait Professional knows which parts of the photo are skin. This is done using the skin area tools, as described in Skin Area 52.

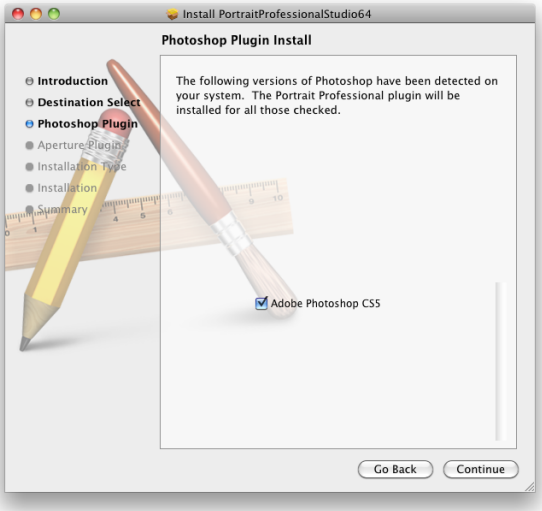
2.9 Plug-in Mode

Installing the Portrait Professional Plug-in (Studio only)

Studio Editions Only 10

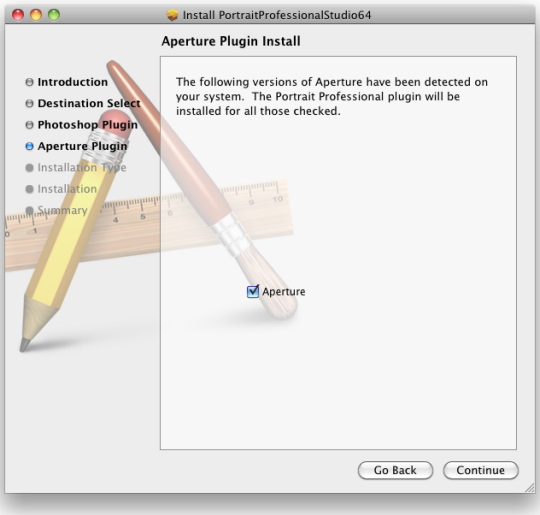
In the Studio & Studio 64 editions of Portrait Professional, you also have the option to use Portrait Professional as a plug-in 20 for Photoshop, Aperture and other major photo editing suites. This plug-in allows you to integrate Portrait Professional into these photo editing suites. This option is made available during the installation of Studio & Studio 64. During the installation, the installer will auto-detect any compatible Photo editing suites such as Photoshop, Aperture etc.

After selecting an installation destination, the installer will scan for software that is compatible with the plug-in.



© 2012 Anthropics Technology Ltd.

Photoshop Plug-in Installation

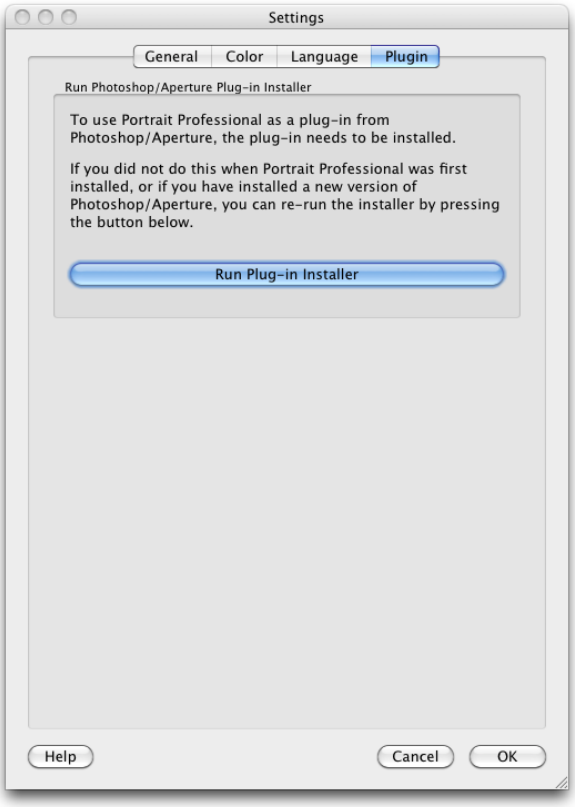


Aperture Plug-in Installation

Once you have confirmed which applications you would like the plug-in to be installed for, progress with the installation as normal and both Portrait Professional and the selected plug-ins will be installed.

(Note: The plug-in can be installed from Portrait Professional at any time under **PortraitProfessional> Preferences> Plug-in> Run Plug-in Installer**)

© 2012 Anthropics Technology Ltd.


Settings
General
Color
Language
Plugin
Run Photoshop/Aperture Plug-in Installer
To use Portrait Professional as a plug-in from Photoshop/Aperture, the plug-in needs to be installed.
If you did not do this when Portrait Professional was first installed, or if you have installed a new version of Photoshop/Aperture, you can re-run the installer by pressing the button below.
Run Plug-in Installer
Help
Cancel
OK

Install Plug-in from Portrait Professional Preferences

Using the Portrait Professional Plug-in

Studio Edition Only 10

The Studio edition of Portrait Professional can enter a "plug-in mode". This is intended for use when Portrait Professional has been launched by another application to enhance an image that is being managed by the other application. Portrait Professional then behaves like a plug-in to the other application.

After the plug-in has been successfully installed, as outlined in the Installation Guide 80, you will be able to use Portrait Professional as a plug-in in any of the supported Photo editing suites. It will usually be found under **Filter> Anthropics> Portrait Professional.** This will then export the file that you are editing in the Photo editor into Portrait Professional. An instance of Portrait Professional will open allowing you to markup the subject and edit their appearance as usual. Once you've marked the portrait up and are happy with your results, simply select **Next** or **File** and then click **Save & Return**. This will then close Portrait Professional and export the image back to your initial Photo Editor with your Portrait Professional enhancements.

When Portrait Professional is in plug-in mode, the following changes occur:

- The only command in the File menu 26 is **Save & Return**. This is because once the image has been enhanced in Portrait Professional, all you want to do is close Portrait Professional and return to the other application.
- The crop tool is not available when in plug-in mode, since the other application will generally expect the image to still be the same size after it has been enhanced by Portrait Professional.

Examples of applications that can call Portrait Professional as a plug-in in this way are Adobe Photoshop, when using the Portrait Professional Photoshop plug-in 60, and Adobe Lightroom, when Portrait Professional

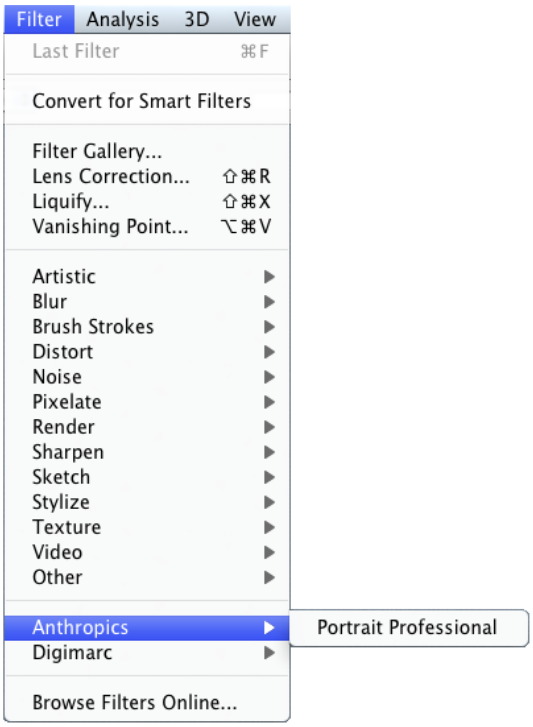
© 2012 Anthropics Technology Ltd.

has been set as the optional external editor.

Using Portrait Professional from Photoshop

When the plug-in has been installed, Portrait Professional will appear as a filter in Photoshop. In the Photoshop *Filter* menu, you should find a sub-menu called *Anthropics,* and in that you will find *Portrait Professional*.

The Portrait Professional filter works like other Photoshop filters in that it is applied to the current selection (or the whole area if there is no selection) on the current layer. When you select the filter, the image being filtered will automatically be opened in Portrait Professional, which will be run in plug-in mode 20. Once you have enhanced the image in Portrait Professional, select the **Save & Close** command from the **File** menu, and Portrait Professional will close and the enhanced image will be transferred back to Photoshop.



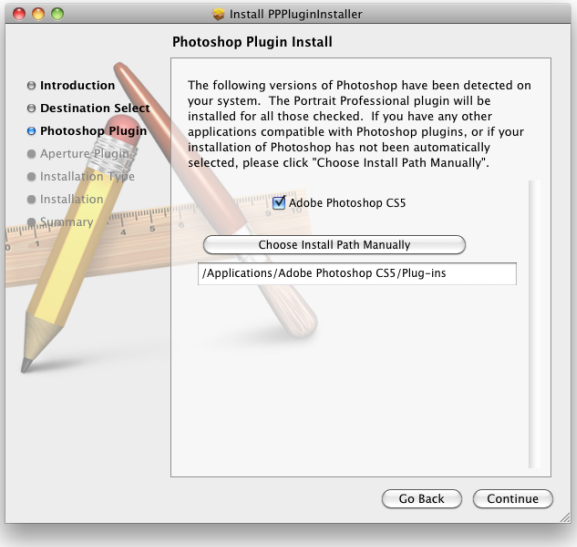
Plug-in Location: Filter> Anthropics> Portrait Professional

Plug-in was not installed

If the plug-in is not visible in your choice of compatible Photo editing software, it may not have installed correctly. Often this is caused by the plug-in being installed into the incorrect directory, which sometimes occurs if the photo editing suite is installed into a custom directory. To rectify this, first we must locate the correct directory for the plug-in to be installed into. To do this we have to locate the install directory of your chosen program. Usually the default install location is "/Applications/NAME OF PHOTOEDITOR/Plug-Ins" for example, "***/Application/Adobe Photoshop CS5/Plug-ins/".*** Once you have located the install directory, you have to then run the plug-in Installer from the Preferences menu of Portrait Professional. This can be found under **PortraitProfessional> Preferences> Plugin> Run Plug-in Installer.**

Once you've located this folder, simply follow the steps outlined in the Setting Plug-in guide 60 for the custom installation and enter the custom path.

© 2012 Anthropics Technology Ltd.


Install PPPluginInstaller
Photoshop Plugin Install
Introduction
Destination Select
Photoshop Plugin
Aperture Plugin
Installation Type
Installation
Summary
The following versions of Photoshop have been detected on your system. The Portrait Professional plugin will be installed for all those checked. If you have any other applications compatible with Photoshop plugins, or if your installation of Photoshop has not been automatically selected, please click "Choose Install Path Manually".
Adobe Photoshop CS5
Choose Install Path Manually
/Applications/Adobe Photoshop CS5/Plug-ins
Go Back
Continue

Custom Plug-in Installation

Installing the Aperture plug-in

How do I get Portrait Professional Studio to work as a plug-in to Aperture?

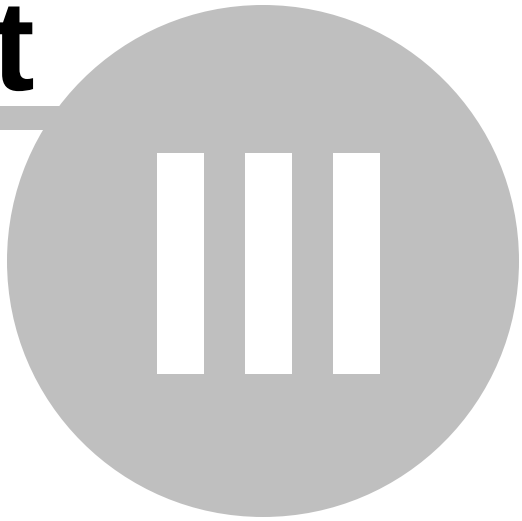
Version 10 and newer of Portrait Professional Studio and Studio64 will work as an Aperture plug-in. Older versions needed to be set up as an external editor in Aperture. For the Aperture plug-in follow these steps:

- Open Portrait Professional Studio/Studio 64
- Go to Preferences -> Plug-in
- In the 'Install Aperture Plug-in' section check that the plug-in path is correct. The plug-in should be installed in /Users//Library/Application Support/Aperture/Plug-Ins. In case this path does not automatically show up in the textbox, or you have Aperture installed but you get the message "Aperture does not appear to be installed on your system", please browse manually to the location stated above.Click the 'Install plug-in' button
- You should get the "Plug-in installed successfully" message. If you get any errors please contact our support team.

Your plug-in should be ready to use now.

© 2012 Anthropics Technology Ltd.

Part



3 Reference

This section provides information about the different menu commands and controls in Portrait Professional.

The Menu Commands Reference 26 describes each menu command.

The Controls Reference 30 describes each of the controls available when you enhance an image 18.

The Dialogs Reference 53 describes the main dialogs that are used by the application.

3.1 Menu Commands Reference

These are the commands available on the menu bar in Portrait Professional.

File Menu 26	Commands to open and save files, print, or change settings
Edit Menu 28	Undo & Redo
Full Body Skin Menu 28	This contains a single command, Change Skin Selection Area.
View Menu 28	Commands to control the view of the image
Help Menu 29	Commands to launch help, check for updates, get support, or view about box

3.1.1 File Menu

The File menu contains the following commands:

Open...	Opens a file (see Supported File Types 74). If a file is already open with unsaved changes, you will be prompted to save or discard the changes before the new file is opened.
Open Batch...	Studio Edition Only 10 Opens the Batch 65 dialog.
Save And Open Next	Studio Edition Only 10 This command only appears when working on an image opened from the Batch 65 dialog. Saves the current image, and opens the next one in the batch. The folder where the file is saved, and the file format is set from the Batch dialog.

© 2012 Anthropics Technology Ltd.

	This command may appear as just "Open Next" if an image is opened from the batch but is then closed using the **File > Close** command.
Save	Saves the current file. The first time this command is used after opening a file, the following rules apply: If you opened a JPEG file, the enhanced image will be saved as a JPEG. If you opened a TIFF file or any RAW file type (Studio edition only), the enhanced image will be saved as a TIFF. If you opened a session file (.pp extension), the session file will be saved. From then on, this command will save the same type of file as previously saved. If this command is being used for the first time and a new file is being created, a File Save panel will appear to let you select where to save the file. This command is only available at the enhance image stage 18.
Save As...	Saves the current file. This is similar to the Save command, except that a File Save panel is always shown to let you select where to save the file. This command is only available at the enhance image stage 18.
Save Jpg/Tiff...	Brings up the Save Image Options 53 panel to let you save the enhanced image as a JPG or TIFF image file, and to set save options. A File Save dialog will then appear to let you select where to save the file. This command is only available at the enhance image stage 18.
Save Session...	Saves the current session so that it can be opened again in Portrait Professional. Portrait Professional sessions files are saved in a proprietary format that cannot be loaded into any other applications. The file extension is ".pp". They include the image along with all the point positions, slider settings and masks. This command is only available at the enhance image stage 18.
Close	Closes the current session. If there are any unsaved changes, you will be prompted to save or discard these. The Close command returns you to the Welcome screen 12.
Enhance Another Face In This Photo	Goes to the Select Face 19 stage so that another face in the same image can be enhanced. The same command is available on the **Other Faces** button in the toolbar at the Enhance Image 18 stage. See Group Shots 19 for more information about this command.
Settings...	Brings up the Settings 57 dialog. Note: On Macs, this command is called "Preferences" and is in the PortraitProfessional application menu.

© 2012 Anthropics Technology Ltd.

Print...	Brings up the Print dialog that lets you print out the enhanced image.
Exit	Closes the application. If there are any unsaved changes, you will be prompted to save or discard these. Note: On Macs, this command is called "Quit Portrait Professional" and is in the PortraitProfessional application menu.

Plug-in Mode

If the application is in plug-in mode 20, then the only command in the File menu is **Save & Return**, which saves over the original image and then closes the application.

3.1.2 Edit Menu

The Edit menu contains the following commands:

Undo	Provides undo for changes to slider values and changes made with the brush tools. This means it is safe to experiment with different saved settings, or try moving any sliders, since you can always go back to the result you had earlier if you don't like the changes. This command is only available at the enhance image stage 18.
Redo	Lets you redo an operation that has been undone with the *Undo* command.

3.1.3 Full Body Skin

The Full Body Skin menu contains the following command:

Change Skin Selection Area	This command brings up the Skin Selection 65 panel for changing the skin area. This command is only available at the enhance image stage 18.

3.1.4 View Menu

The View menu contains the following commands:

Full Screen	Makes the application fill the entire screen, to maximize the working area. To restore the application to it's windowed state, select this command again.

© 2012 Anthropics Technology Ltd.

Faster Rendering	Increases the speed at which the enhanced image is calculated. This is done by reducing the number of working pixels in the enhanced image. This option is useful if the sliders are particularly sluggish on your machine. If you find that the enhanced image looks too soft, you should turn this option off. *Note:* this option only affects how the enhanced image appears within the application. It will make no difference to the quality of the image saved when you use the **File > Save Jpg/Tiff** menu command.

3.1.5 Help Menu

The Help menu contains the following commands:

Contents	Launches the online help, showing the table of contents.
Quick Start Guide	Launches the online help showing the Quick Start Guide 7.
Keyboard Shortcuts	Launches the online help showing the Keyboard Shortcuts 76.
Re-Enable Pop-up Help	Turns on all pop-up help messages that have been disabled. This command only appears if you have disabled any pop-up help messages.
Check For Updates...	Launches the default web browser to show whether you have the latest version of Portrait Professional. If updates are available, links will be provided for you to download them.
Support...	Launches the default web browser to show the Portrait Professional support pages. You can use this to find answers to common questions, or to contact the Portrait Professional support team.
Forum...	Launches the default web browser to show the Portrait Professional user forum. This is where you can join the Portrait Professional community in discussions about the product and photography in general.
About Portrait Professional	Brings up the About Box, which shows the version of Portrait Professional that you have. Note: on Macs, this command is in the PortraitProfessional application menu.

© 2012 Anthropics Technology Ltd.

3.2 Controls Panel Reference

This section describes the main controls available when you are enhancing an image.

Enhance Image Controls Overview

Zoom Control 31 - Lets you select the area of the image that is shown

Saved Sliders 33 - Lets you set groups of sliders to saved values

Slider Controls 35 - The main slider controls that give you total control over the way the image is enhanced.

These are grouped into the following sections:

- Face Sculpt Controls 36 - Let you control how the shape of the face is altered
- Skin Controls 39 - Let you control how the skin is enhanced
- Eye Controls 42 - Let you control how the eyes are enhanced
- Mouth & Nose Controls 45 - Let you control how the mouth, lips and nose are enhanced
- Hair Controls 48 - Let you control how the hair is enhanced
- Skin Lighting Controls 47 - Let you adjust the lighting on the skin
- Picture Controls 50 - Controls that affect the whole image, such as brightness/contrast, and cropping

Original Photo - Shows the original ("Before") image

Enhanced Photo - Shows the enhanced ("After") image

© 2012 Anthropics Technology Ltd.

Viewing the controls

The main sections in the controls panel (on the right in the screenshot above) can be opened or closed by clicking on the buttons in the header of each section. These buttons have a small triangle next to them which points down if the section is open, or to the right if the section is closed.

Resizing the controls

The control panel can be made wider or narrower by dragging the right edge of the control panel.

The main sections in the control panel can be resized by dragging the space between them.

Docking & undocking the controls

The controls panel can be undocked (made into a separate window) by double clicking on the header at the top.

When it is undocked it can be freely moved around the screen.

It can be docked by double clicking on the header again, or by dragging it to the left or right edge of the main application window.

When dragging the controls panel to dock it, please note that it is not sufficient to just move the controls window to the left or right edge of the main window, it is the cursor that needs to be moved near the edge.

Viewing the enhanced image

The default view when the application is first installed is for the original and enhanced images to be shown side by side, as shown in the screenshot above.

The two tabs above the images control the layout of the working view.

- Click on the **View After Only** tab to have only the enhanced image shown.
- Click on the **View Before And After** tab to return to the side by side layout.

Flipping between the enhanced and original image

Whichever layout you have, you can press the Enter key at any time to switch the enhanced image view to show the original image. The original image is only shown while you hold down the enter key.

This lets you flip between the enhanced and original image which is a great way to see the changes.

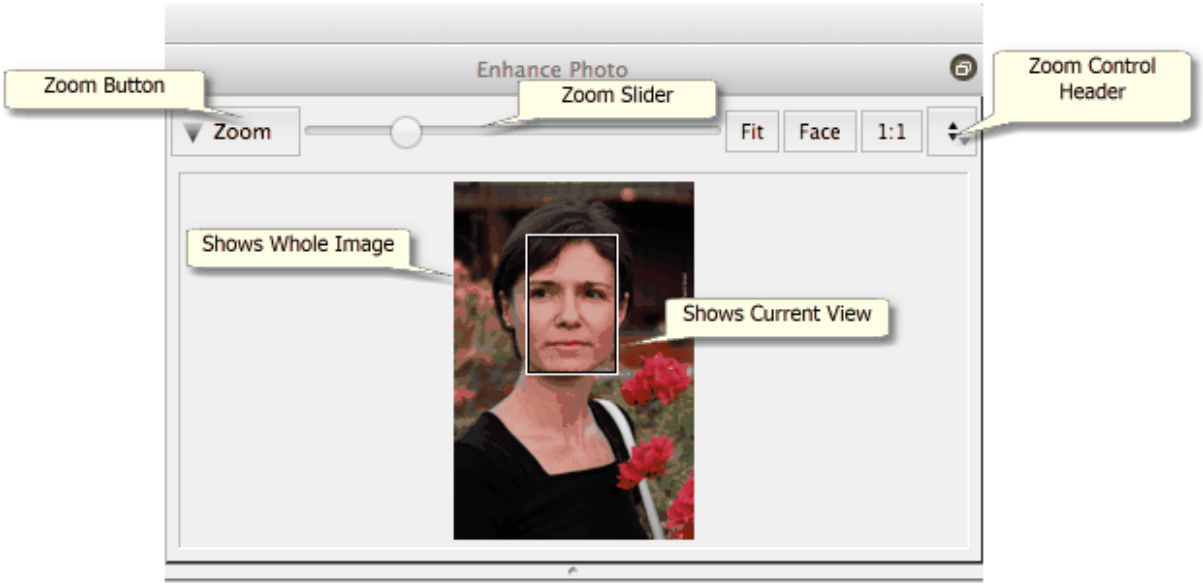
Alternatively, you can click and hold the mouse button down on the button above the images that says **Hold Button or [Enter] To Flip To Original**.

3.2.1 Zoom Control

The Zoom Control is part of the control panel in the enhance photo stage.

It lets you see what part of the whole image is visible in the working view. It also provides controls to let you zoom in and out, or pan the current view.

© 2012 Anthropics Technology Ltd.



The screenshot above shows the Zoom Control.

The Zoom Control Header contains the following controls:

Zoom Button	Lets you collapse the Zoom control so that just the Zoom Control Header is shown. Click again to expand the Zoom control.
Zoom Slider	Lets you zoom in (slide to the right) or out (slide to the left).
"Fit" Button	Zooms the view so that the whole image is visible.
"Face" Button	Zooms the view to the face.
"1:1" Button	Sets the zoom scale so that a pixel in the original image is one screen pixel.
Zoom In/Out Button	Shows a drop-down menu with various zoom scales. The current zoom scale is checked. The ratios are image pixels to screen pixels, as shown by these examples: • 4:1 means 4 screen pixels are filled by 1 image pixel (the image is zoomed in by a factor of 4). • 1:4 means 1 screen pixel is covered by 4 image pixels (so the image is zoomed out by a factor of 4).

The rectangle in the Zoom Control can be dragged to pan the view.

Clicking outside the rectangle will center the view on that point.

The view can also be panned by using the Pan Tool 68.

© 2012 Anthropics Technology Ltd.

Resizing the Zoom Control

The whole control panel (including the Zoom Control) can be made wider by dragging the right edge of the control panel.

The Zoom Control can be made taller or shorter by dragging the space between the Zoom Control and the Saved Sliders Control.

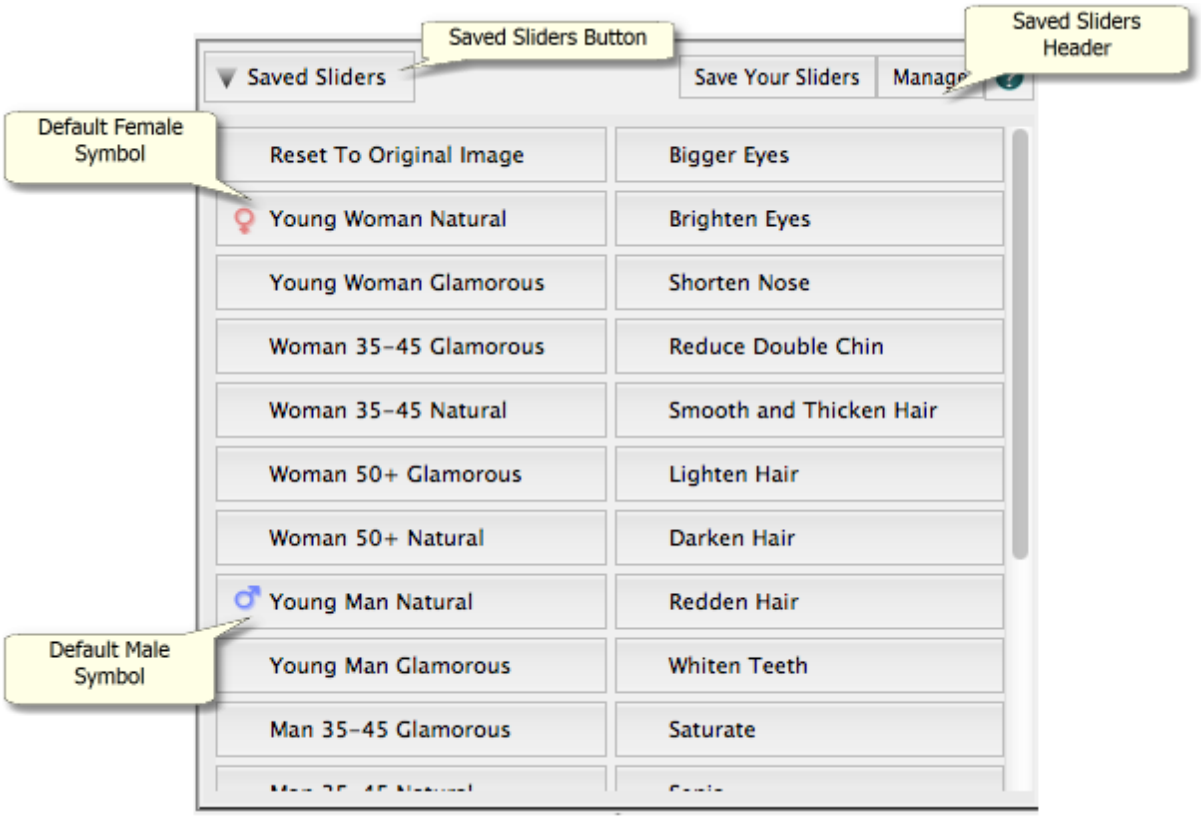
Keyboard Shortcuts

+	Zoom in.
-	Zoom out.

3.2.2 Saved Sliders

Saved Sliders let you quickly set the values of multiple sliders.

Press on one of the buttons in the Saved Sliders control to set the sliders to give the effect described by it's name.



When Portrait Professional is installed, it comes with a number of Saved Sliders ready for you to use.

One of the Saved Sliders setting is used to set the initial slider values when a face is enhanced. The setting

© 2012 Anthropics Technology Ltd.

used can be different depending on whether the face is female or male, and is indicated using the female or male symbol as shown in the screenshot above. To change which Saved Sliders setting is the default for new faces, use the Manage Saved Sliders 64 dialog.

The Saved Sliders Header contains the following controls:

Saved Sliders Button	Lets you collapse the Saved Sliders control so that just the Saved Sliders Header is shown. When it is collapsed, the controls in the Saved Sliders Header change to those described below. Click again to expand the Saved Sliders control.
"Save Sliders" Button	Brings up the Save Sliders 62 dialog. This lets you save the current slider values as a new Saved Sliders setting.
"Manage" Button	Brings up the Manage Saved Sliders 64 dialog. This lets you rename, re-order or delete Saved Sliders. It also lets you change the default female and male Saved Sliders.
"Help" Button	Brings up this help page.

Note: each Saved Sliders setting does not necessarily affect all the sliders. This means that if you select one Saved Sliders setting, then select another one, and then select the first one again you will not necessarily restore all sliders to the same values you had after you selected the first setting originally. This is because any sliders that are affected by the second setting but not the first will not be set back.

The collapsed Saved Sliders control

When the Saved Sliders control is collapsed by pressing the Saved Sliders Button, it looks like this:

The Save Sliders Button and the Manage Button are replaced by a Select Saved Sliders Button. This lets you select Saved Sliders settings even though the control is collapsed.

When you press on the Select Saved Sliders Button, a drop down menu containing all the Saved Sliders appears. Click on one of the Saved Sliders in the menu to set the sliders to the values in that Saved Sliders setting.

Resizing the Saved Sliders control

The whole control panel (including the Saved Sliders control) can be made wider by dragging the right edge of the control panel.

The Saved Sliders control can be made taller or shorter by dragging the space between the Saved Sliders control and the main Sliders Control.

© 2012 Anthropics Technology Ltd.

3.2.3 Slider Controls

Sliders are the main way of controlling how your image is enhanced.

Sliders have no effect if they are set to 0, and an increasing effect as they are moved to the right (and left if they have 0 in the center).

You can double click on a slider to reset its value to 0.

Slider Sections

The sliders are organized into a number of sections.

Face Sculpt Controls 36	Subtly reshape the face to beautify facial features.
Skin Smoothing Controls 39	Improve the appearance of the skin. Also provides tools to let you refine the areas that Portrait Professional treats as skin.
Eye Controls 42	Improve the appearance of the eyes. Also provides an option to enable red-eye removal.
Mouth & Nose Controls 45	Improve the appearance of the mouth and nose.
Skin Coloring Controls 46	Alter the color of the skin.
Skin Lighting Controls 47	Enhance the lighting on the skin.
Hair Controls 48	Improve the appearance of the hair. Also provides tools to let you refine the areas that Portrait Professional treats as hair.
Picture Controls 50	Control various aspects of the whole image, such as brightness and contrast. Also provides a tool that lets you crop the image.

To reduce clutter on the screen, each section can be opened or closed by clicking on it's title button. The arrow next to the title points right when the section is closed, and down when the section is open.

Each section can also be turned on or off by pressing the on/off button to the right of the section's title button. When a section is turned off, it has no effect on the enhanced image. This can be useful to see what effect a section is having.

Slider Organization

Sliders are organized in a hierarchy.

Most sections have a **Master Fade** slider that controls all the main sliders in that section. This lets you quickly

© 2012 Anthropics Technology Ltd.

see how the controls in that section affect your image.

Underneath each master slider is a hierarchy of sliders that give you fine control over all aspects of the enhancement.

If a slider has more sub-sliders underneath it, then the slider's label will be a button with a triangle to the left of the label. Press this button to open the sub-sliders.

When you move a slider that has sub-sliders underneath it, the sub-sliders will move too.

When you move a sub-slider, you will also see the parent slider moves too, but to a lesser extent. This is because the parent sliders always show a weighted average of the sliders underneath. This gives a rough indication of the values of the sub-sliders even when the sub-sliders are closed.

Using Sliders

Each slider controls the effect described by it's label.

For most sliders, you increase the effect by moving the slider to the right and decrease the effect by moving the slider to the left. The exception is those sliders that allow negative values and have 0 in the center. For these sliders, move the slider away from the center to increase the effect or back towards the center to decrease the effect.

As you drag a slider, the enhanced image is updated in real-time so you can see what effect it has.

If a slider is at 0, then the effect it controls will make no change to the image.

Sliders with 0 in the center will "snap" to 0, which means they go to 0 if they are moved near 0. If you want to get a value near to 0 but are finding the slider is snapping to 0, you can hold the CTRL key to prevent the slider from snapping to 0.

Instead of dragging a slider, you can click on its number value and use the up/down control to change the slider position, or type a numeric value, or use the up/down cursor keys.

To find out what an individual slider does, hover over it with the mouse.

3.2.4 Face Sculpt Controls

Portrait Professional is the only photo editing software that gives you the ability to subtly reshape and beautify facial features, simply by moving sliders.

Some people regard this unique ability of Portrait Professional to actually change the shape of the face as going too far when enhancing someone's picture. For those people, the shape sliders can of course be left at 0 and Portrait Professional will not change the shape.

However, before dismissing this effect as "cheating", we urge you to try it - you will be amazed that sometimes a subtle change to the shape can lead to a dramatic improvement to the subject. One good trick is not to do too much - just enough to make the subject look a bit thinner or as if they have been photographed on a really good day!

Sliders

Master Fade	This slider is connected to the other sliders in this section that perform general enhancement to the shape of the face and facial features. You will see the other sliders move as this one is moved. The sliders that are not connected to the master fade slider are those that control effects that are likely to work well only on

© 2012 Anthropics Technology Ltd.

	specific faces, such as the lip plumping and eye widening sliders.
Face Shape	Enhances the shape of the face. Pressing the **Face Shape** button opens the following sub-sliders: **Forehead** — Enhances the shape of the upper head. **Jaw** — Enhances the shape of the jaw.
Nose	Enhances the shape of the nose. Pressing the **Nose** button opens the following sub-sliders: **Shorten Nose** — Shortens (or lengthens) the nose by changing the size of the head. **Shorten Philtrum** — Shortens (or lengthens) the philtrum, which is the gap between the bottom of the nose and the top of the upper lip, by changing the length of the nose. **Slim Tip** — Shrinks (or enlarges) the tip of the nose. **Slim Nose** — Narrows (or widens) the whole nose.
Eyes	Enhances the shape and position of both eyebrows and eyes. Pressing the **Eyes button** opens the following sub-sliders: **Left Eye** — Enhances the shape of the left eye only - useful for evening out eye shape and size. **Right Eye** — Enhances the shape of the right eye only. **Eyebrow Shape** — Enhances the shape of the eyebrows. Pressing the **Eyebrow Shape** button opens two sub-sliders that let you control the left and right eyebrow shapes independently. **Cross Eyed** — Moves the eyes further apart (or closer together).
Mouth Shape	Enhances the overall shape of the mouth. Pressing the **Mouth Shape** button opens the following sub-sliders: **Smile** — Changes the mouth shape to make it look like a smile. **Upper Lip** — Enhances the shape of the upper lip only.

© 2012 Anthropics Technology Ltd.

	Lower Lip	Enhances the shape of the lower lip only.
	Expression	Changes the mouth expression.
	Blur Lip Line	Blurs the line between the teeth and the lips to prevent a jagged look that can occur when face sculpting. This slider does not appear if the mouth is closed.
Plump Lips	Makes the lips fatter. Pressing the **Plump Lips** button opens two sub-sliders that let you control the upper and lower lips independently.	
Eye Widening	Widens (or narrows) the subject's eyes. Pressing the **Eye Widening** button opens two sub-sliders that let you widen the left and right eyes independently.	
Neck	Lengthens the neck, which can make the subject look more attractive.	

Restore Glasses' Shape

If the subject is wearing glasses, then there may be visible distortions to the shape of the glasses due to the shape changes that Portrait Professional is making around the eyes. To fix this, check the **Restore Glasses' Shape** box, which will reduce any shape changes around the eyes so that the glasses are not distorted.

Example

© 2012 Anthropics Technology Ltd.

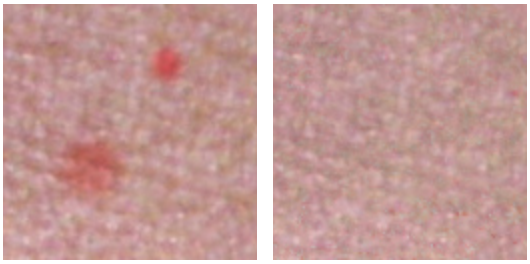
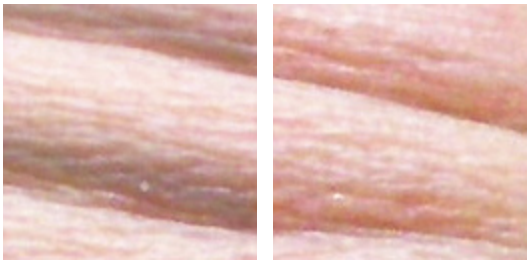
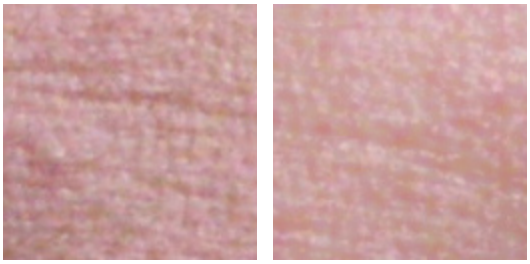
3.2.5 Skin Smoothing Controls

The skin smoothing controls let you selectively remove or reduce wrinkles, spots and other skin defects while retaining the original skin texture. And all this can be done just by moving sliders.

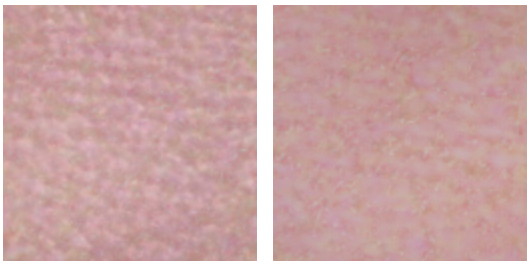
You can also reduce fine shadows and shine.

Portrait Professional automatically determines the skin area, but you will get better results if you check and fix the skin area 52.

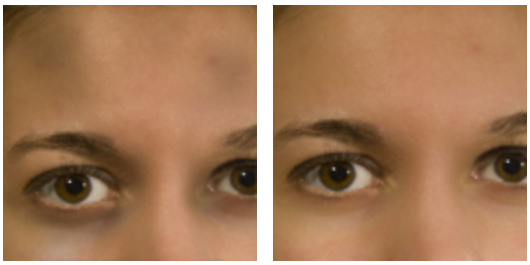
Sliders

Master Fade	This slider is connected to the other sliders in this section that perform general enhancements to the skin. You will see the other sliders move as this one is moved.
Imperfections	Subtly removes redness and reduces small skin blotchiness within the skin area.  **Before** **After**
Thin Wrinkles	De-emphasizes wrinkles by making them thinner and lighter within the skin area.  **Before** **After**
Fine Shadows	Fades away dark specks and fine wrinkles within the skin area. 

© 2012 Anthropics Technology Ltd.

	Before After
Remove Pores	Removes pores and smooths within the skin area, giving a smooth airbrush effect.  **Before** **After**
Shine	Softens shiny areas within the skin area, by making them pinker. **Before** **After**
Around Eyes	Reduces bags under the eyes, and reduces "crows feet", the wrinkles that appear next to the outer corners of the eyes. Pressing the **Around Eyes** button opens the following sub-sliders that let you control these enhancements independently: **Lighten Eye Bags** — Reduces the appearance of bags under the eyes by lightening the skin color in the area where eyebags appear. Press the **Lighten Eye Bags** button to open two sub-sliders that let you control the left & right eyes independently. **Smooth Eye Bags** — Reduces the appearance of bags under the eyes by lightening the skin color in the area where eyebags appear. Press the **Smooth Eye Bags** button to open two sub-sliders that let you control the left & right eyes independently. **Smooth Crows Feet** — Smooths the areas to the left of the left eye and to the right of the right eye where crows feet appear. Press the **Smooth Crows Feet** button to open two sub-sliders that let you control the left & right eyes independently.

© 2012 Anthropics Technology Ltd.

Skin Smoothing	Removes larger imperfections from the skin while keeping fine detail.  **Before** **After**
Shading Bleed	Adjust this slider to get a good compromise between removing blemishes and avoiding dark areas bleeding into light areas.
Texture	This controls how much skin texture to apply in areas where skin texture is being corrected. This texture goes into touch-up brush strokes and areas where the sliders have had an effect. You will need to zoom in the picture to see the effect of changes to the skin texture. Pressing the **Texture** button opens the following sub-sliders: **Brightness** — Finer control over skin texture brightness. **Saturation** — Finer control over skin texture saturation. The greater the saturation, the more intense the color. **Size** — Makes the synthetic skin texture pattern larger or smaller.

Skin texture type.

There are a selection of skin textures to choose from. You will need to zoom in on a skin area to see the effect of changing the skin texture.

Removing Spots

Portrait Professional automatically removes spots by default.

You can adjust the degree to which Portrait Professional removes spots using the **Spot Removal** drop-down menu at the top of the Skin Controls.

If you find that Portrait Professional has not removed a spot, you can manually touch-up an area using the **Touch-Up** brush.

If Portrait Professional has removed a spot that you want to keep, you can manually restore it using the **Restore** brush.

More information about using brush tools 68.

© 2012 Anthropics Technology Ltd.

Example

The Before and After pictures below show an example of how wrinkles were removed automatically by Portrait Professional:

3.2.6 Eye Controls

Portrait Professional can automatically brighten, whiten and sharpen the eyes. The Eye controls allow you to adjust exactly how much effect you get. You can also change the color of the eyes.

Sliders

Master Fade	This slider is connected to some of the other sliders in this section that perform general enhancements to the eyes. You will see the other sliders move as this one is moved.
Whiten Eyes	Whitens the white part of the eyes. The area affected is controlled by the Brightening Area slider. Whitening takes any color out of the whites of the eyes leaving them a shade of gray when the slider is at the top. Pressing the **Whiten Eyes** button opens two sub-sliders that let you whiten the left and right eyes independently.
Brighten Eyes	Brightens the white part of the eyes. Brightening increases the brightness while maintaining the color. Pressing the **Brighten Eyes** button opens two sub-sliders that let you brighten the left and right eyes independently.
Brightening Area	Changes the area of the eye that will be whitened or brightened by the Eye Whiten or Eye Brighten sliders. Pressing the **Brightening Area** button opens two sub-sliders that let you

© 2012 Anthropics Technology Ltd.

	change the brightening area for the left and right eyes independently.
Sharpen Eyes	Sharpens the subject's eyes. Pressing the **Sharpen Eyes** button opens the following sub-sliders that let you control the amount of sharpening applied to different parts of the eyes. **Upper L Lash** — Sharpens the upper left eye lashes. **Lower L Lash** — Sharpens the lower left eye lashes. **Left Eye** — Sharpens the left eye. **Left Lash Area** — Changes the size of the area that the left eye sharpening influences. **Upper R Lash** — Sharpens the upper right eye lashes. **Lower R Lash** — Sharpens the lower right eye lashes. **Right Eye** — Sharpens the right eye. **Right Lash Area** — Changes the size of the area that the right eye sharpening influences.
Sharpen Eyebrows	Sharpens the subject's eyebrows. Pressing the **Sharpen Eyebrows** button opens two sub-sliders that let you sharpen the left and right eyebrows independently.
Change Eye Color	Press the **Change Eye Color** button to open the sub-sliders that let you change the color if the irises. **Amount of Change** — If this slider is 0, the color of the eyes will be unchanged (the **Color** and **Intensity** sliders will be ignored). Set this to 100 to set the eye color selected by the **Color** and **Intensity** sliders. Lower values will blend between the selected color and the original eye color. If this slider is at 0, it is automatically set to 100 whenever the **Color** or **Intensity** sliders are moved. Press the **Amount of Change** button to open two sub-sliders that let you set the amount of change for the left and right eyes independently.

© 2012 Anthropics Technology Ltd.

	Color	Sets the color of the eyes (provided the **Amount of Change** slider is not 0). Press the **Color** button to open two sub-sliders that let you set the color for the left and right eyes independently.
	Intensity	Sets the intensity of the eye color. Press the **Intensity** button to open two sub-sliders that let you set the intensity for the left and right eyes independently.
Brighten Iris	Brightens or darkens the iris (the colored part of the eye). Pressing the **Brighten Iris** button opens two sub-sliders that let you brighten or darken the left and right irises independently.	
Darken Pupil	Darkens the pupil (the black part in the middle of the eye) in the eyes. Pressing the **Darken Pupil** button opens two sub-sliders that let you darken the left and right pupils independently.	
Remove Pupil Reflection	This slider blackens the pupil area to remove reflections. This can be used with the **Add Reflection** drop down list to add new eye reflections. Pressing the **Remove Pupil Reflection** button opens two sub-sliders that let you remove catch-light reflections from the left and right pupils independently.	
Nudge Reflections	If you have added a reflection to the eye using the **Add Reflection** drop down list, you can press the **Nudge Reflections** button to open up sliders that let you move the position of the reflections in the eyes. If you have not added a reflection from the drop down list, these sliders will have no effect.	
	Left Eye Horiz.	Moves the reflection in the left eye horizontally (left & right).
	Left Eye Vert.	Moves the reflection in the left eye vertically (up & down).
	Right Eye Horiz.	Moves the reflection in the right eye horizontally.
	Right Eye Vert.	Moves the reflection in the right eye vertically.

Red Eye Removal

If your photo has "red-eye" (caused by a flash illuminating the insides of your subject's eyes), this can be

© 2012 Anthropics Technology Ltd.

automatically removed by checking the **Red Eye Removal** box at the top of the Eye controls.

Add Reflection

You can choose from a selection of reflection images (catch-lights) to be added to the eyes.

Example

The Before and After pictures below show an example of how the model's eyes were whitened and sharpened automatically by Portrait Professional.

3.2.7 Mouth & Nose Controls

Portrait Professional automatically whitens the teeth and enhances the color of the lips. The Mouth & Nose controls allow you to adjust these effects to get exactly the look you want.

Sliders

Master Fade	This slider is connected to some of the other sliders in this section that perform general enhancements to the mouth and nose areas. You will see the other sliders move as this one is moved.
Whiten Teeth	Removes any color from the teeth. The area affected is controlled by the **Whiten Area** slider. This control is not shown if the mouth is closed.
Brighten Teeth	Brightens the teeth. The area affected is controlled by the **Whiten Area** slider. This control is not shown if the mouth is closed.
Whiten Area	Changes the teeth area affected by the **Whiten** & **Brighten Teeth** sliders. This control is not shown if the mouth is closed.
Lip Saturation	Makes the lips more colorful.
Lip Darken	Move this slider to the right to darken the lips, or to the left to make them lighter.
Lip Contrast	Increases the contrast within the lip area, giving the lips more impact.
Lip Hue	Changes the color of the lips.
Moisten Lips	Adds some shine to the lips.

© 2012 Anthropics Technology Ltd.

Sharpen Mouth	Sharpens the outline and details of the mouth. Press the **Sharpen Mouth** button to open the following sub-sliders that let you control the amount of sharpening applied to the different parts of the mouth independently. **Top Lip** — Sharpens the top lip only. **Teeth** — Sharpens the teeth only. **Bottom Lip** — Sharpens the bottom lip only.
Nose Contrast	Increases the contrast within the nose to draw attention to it.

Example

3.2.8 Skin Coloring Controls

The skin coloring controls let you selectively make changes to the color of the skin.

Portrait Professional automatically determines the skin area, but you will get better results if you check and fix the skin area 52.

Sliders

Auto White Balance	Automatically adjusts the color of the skin to remove any color cast. If the skin areas already have a good white balance, this slider will have little or no effect. For manual control over the white balance of the skin areas, use the **Temperature** and **Tint** sliders in this section.
Auto Exposure	Automatically adjusts the exposure of the skin. If the skin areas already have good exposure, this slider will have little or no effect. For manual control over the exposure of the skin areas, use the **Exposure** slider in this section.
Temperature	Adjusts the color of the skin to remove any temperature (red-blue) color cast.
Tint	Adjusts the color of the skin to remove any tint (green-purple) color cast.

© 2012 Anthropics Technology Ltd.

Exposure	Adjusts the exposure of the skin.
Cheek Coloring	Adds color to the cheeks. Pressing the **Cheek Coloring** button opens the following sub-sliders: **Cheeks Saturate** — This is directly connected to the **Cheek Coloring** parent slider, so provides the same control. Pressing the **Cheeks Saturate** button opens two sub-sliders that let you add color to the left and right cheeks independently. **Cheeks Hue** — Changes the color temperature of the cheeks. Pressing the Cheeks Hue button opens two sub-sliders that let you change the color temperature of the left and right cheeks independently.
Balance Hue	Gives a more even coloring within the skin area. If the skin areas already have even coloring, this slider will have little or no effect. **Before** **After**
Tan	Gives the skin area a tanned look. Pressing the **Tan** button opens the following sub-sliders: **Saturate** — Gives the skin area a richer color. **Darken** — Subtly darkens the skin area.

3.2.9 Skin Lighting Controls

Portrait Professional lets you enhance the lighting on the subject's face via simple controls. You can adjust highlights, adjust shadows and adjust contrast.

Sliders

Cheekbones	Gives more definition to the cheekbones. Pressing the **Cheekbones** button opens two sub-sliders that let you change the left and right cheeks independently.
Shadows	Reduces the dark shadow areas within the skin selection.

© 2012 Anthropics Technology Ltd.

Relight	Corrects defective lighting on the face only.
Contrast	Adjust the overall contrast within the skin selection.
Highlights	Darkens any bright area of skin within the skin selection.

Note: these lighting sliders only affect those parts of the picture that are in the skin area 52. Press the View/Edit Skin Area 52 button to change the skin area.

Example

3.2.10 Hair Controls

Portrait Professional lets you enhance the hair of the subject by moving sliders. Please note that before doing this, it is important to have the hair area set reasonably accurately – see Hair Area 52.

Sliders

Hair Recolor Amount	Controls how much hair recoloring to apply. The color is set by selecting one of the hair patches in the **Hair Recolor** drop-down list. This slider will be automatically set to 100 if it is at 0 when a hair color is selected in the **Hair Recolor** drop-down list.
Shine	Makes the hair more or less shiny.
Lighten	Makes the hair lighter or darker.
Redden	Alters the coloring of the hair. Higher values are redder, while negative values tend to make the hair grayer.

© 2012 Anthropics Technology Ltd.

Vibrance	Increasing the vibrance will make the color of the hair more intense.

Hair Tidying Mode

Further controls are located in Hair Tidying Mode. Click on **Go to Hair Tidying Mode** to access these sliders.

Fill Hair Shadows

Fills out shadows within the hair caused by hair clumping.

Before **After**

Press the **Fill Hair Shadows** button to open the following sub-sliders to give finer control over the enhancement:

Shadow Brightness	Controls how bright to make the shadows brightened by the "Fill Hair Shadows" slider.
Shadow Texture	Controls how much texture to reveal in the shadows brightened by the "Fill Hair Shadows" slider.

Smooth Hair

Smooths out stray hairs.

Before **After**

Press the **Smooth Hair** button to open the following sub-slider that gives further control over the way the hair is smoothed:

Smoothing Softness	Alters the degree to which the Smooth Hair slider makes the hair appear soft.

Leave Hair Tidying Mode by pressing the **OK** button.

© 2012 Anthropics Technology Ltd.

3.2.11 Picture Controls

These controls affect the whole image and allow you to adjust the overall look of the picture, controlling things like the contrast and color temperature.

You can also crop the image using the Crop tool 70.

Sliders

Auto White Balance	Automatically adjusts the color of the whole image to remove any color cast, using the skin as a reference color. If the skin area is already a natural skin color, this slider will have little or no effect.
Auto Exposure	Automatically adjusts the exposure of the image using the skin as a reference. If the skin area already has a good exposure, this slider will have little or no effect.
Temperature	Adjusts the color of the whole image to remove any temperature (red-blue) color cast.
Tint	Adjusts the color of the whole image to remove any tint (green-purple) color cast.
Exposure	Adjusts the overall exposure (brightness) of the whole image. Pressing the **Exposure** button opens the following sub-slider that provides an alternative exposure control. **Color Preserving Exposure** — Adjusts the overall exposure (brightness) of the whole image in a way that prevents the color changes that can occur when highlights become blown.
Brightness	Adjusts the brightness of the whole image. This control has most effect on the mid-tones of the image.
Smart Contrast	Increases or decreases the contrast of the whole image in such a way so as to bring out the detail but leave the average brightness and color of the image unchanged. Pressing the **Smart Contrast** button opens the following sub-sliders that provide alternative contrast controls: **Contrast** — Adjusts the overall contrast of the whole image using the standard simple technique. **Color Preserving Contrast** — Adjusts the overall contrast of the whole image in a way that prevents color changes that the standard contrast slider can introduce.
Vibrance	Adjusts the overall vibrance of the whole image. Increasing the vibrance will make the colors in the picture more intense. Decreasing the vibrance will make the colors less intense (more gray).

© 2012 Anthropics Technology Ltd.

	Pressing the **Vibrance** button opens the following sub-slider that provides a similar effect: **Saturation** — Adjusts the overall color saturation (color intensity) of the whole image. Vibrance and Saturation are similar effects, the difference is that vibrance has less effect than saturation on colors that are less intense. Neither slider affects areas that are black, white or gray.
Tone Curve	Tone curves are used to change the brightness of an image in a way that allows different amounts of change in areas that have different brightnesses. The Tone Curve slider is connected to several of the sub-sliders that combine to produce an overall brightening effect when the slider is moved to the right, or a darkening effect if the slider is moved to the left. Pressing the **Tone Curve** button opens the following sub-sliders: **Fix Flash** — Retrieve details in blown out highlights. **Highlights** — Increases or decreases the brightness of highlights. **Lights** — Increases or decreases the brightness of light areas. **Darks** — Increases or decreases the brightness of dark areas. **Shadows** — Increases or decreases the brightness of shadows. **Blacks** — Accentuates black areas. **Fill Shadows** — Brightens just the darker areas of the image, to bring out detail in the shadow areas.

Example

© 2012 Anthropics Technology Ltd.

3.2.12 Skin Area Tools

Portrait Professional automatically determines which areas of the picture are skin. This is the area that will be affected by the skin and skin lighting sliders. For some pictures, Portrait Professional may not get the skin area exactly right, so you should always check the skin area and fix it if necessary.

To check and fix the skin area, click the **View/Edit Skin Area** button which is at the top of each of the sections that contain sliders that enhance the skin area. These sections are: Skin Smoothing 39, Skin Coloring 46 and Skin Lighting 47.

This will switch to the skin area selection tools. The skin area will be shown by default as a translucent blue overlay over the enhanced image. If this color does not make it easy to see the skin area in your picture, you can choose another color from the **Color** drop down list.

If the skin area is wrong, manually adjust it using the Skin Area Brushes 69.

You can also get Portrait Professional to recalculate the skin area by clicking on the **Recalculate Skin Area** button. This will bring up the Skin Area 65 dialog.

Press the **OK** button to return to the slider controls.

3.2.13 Hair Area Tools

Portrait Professional automatically finds the area in the image that is hair. This is the area that will be affected by the hair sliders. It is important to get this area fairly accurate otherwise the hair sliders will not work as well as they can.

To check and fix the hair area:

Press the **Show Hair Controls** button to open the Hair Controls 48 section.

Click on the **View/Edit Hair Area** button at the top of the Hair Controls. This will switch to the hair area selection tools. The hair area will be shown as a translucent pink overlay over the enhanced image. If this color does not make it easy to see the hair area in your picture, you can choose another color from the drop down list.

© 2012 Anthropics Technology Ltd.

If the hair area is wrong, manually adjust it using the Hair Area Brushes 69.

Press the **OK** button to return to the hair controls.

3.3 Dialogs Reference

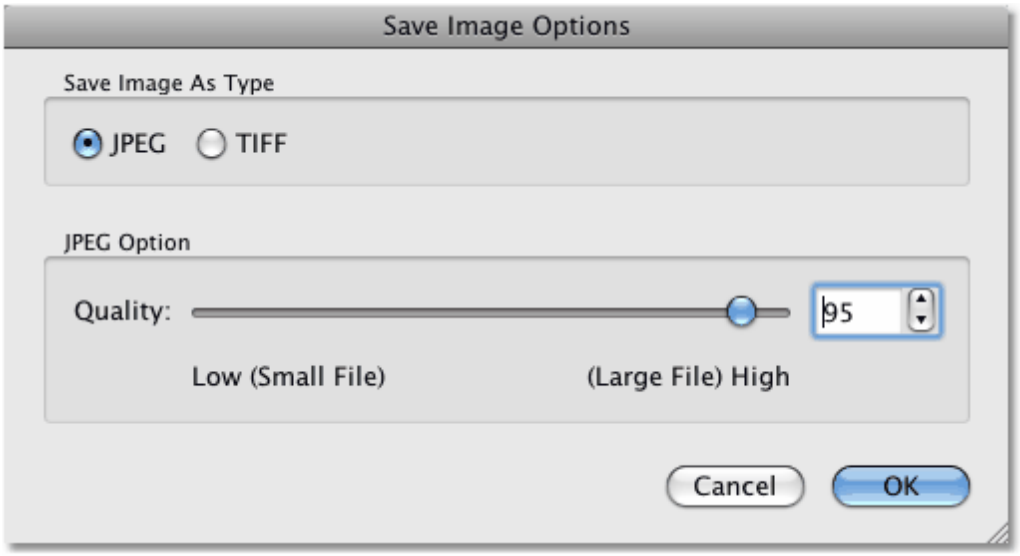
This section describes the dialogs in Portrait Professional.

Save Image Options 53	Options when saving image as JPEG or TIFF.
General Settings 56	Settings that control various parts of Portrait Professional
Color Settings 57	Color Profile settings (Studio edition only)
Language Settings 59	User interface language setting (Multi-lingual versions only).
Save Sliders 62	Used to save the current slider values.
Manage Saved Sliders 64	Manage the Saved Sliders settings (rename, re-order, or delete).
Skin Selection 65	Lets you configure and recalculate the skin area.

3.3.1 Save Image Options

When you save an image using the **File > Save Jpg/Tiff** menu command, the Save Image Options dialog will appear.

© 2012 Anthropics Technology Ltd.



This lets you select whether you want to save the image as a JPEG or TIFF file.

JPEG Format

If you select JPEG, you can control the quality of the image saved. The advantage of choosing a lower quality is that the file size can be much smaller. JPEG is usually the best option if you don't plan to do any more editing of the image after you have saved it.

TIFF Format

Saving an image as a TIFF will usually result in a larger file than saving it as a JPEG. However, TIFF stores the exact image, there is never any loss in quality. This is the best option if you plan to open the image to edit further in another image editor.

TIFF images can be stored either uncompressed or losslessly compressed. The recommended setting is for compressed, because the only reason for not selecting this would be if you wanted to open the TIFF file in another application that did not support compressed TIFFs (although it is unlikely any modern software would not support this format).

Studio Edition Only 10 TIFFs can store either 8 or 16 bits per color sample. If you are working with a 16 bps image, then you will get the option to save a TIFF with either 8 or 16 bps. You will be working with a 16 bps image if either your Color Settings 57 are set to **Always Use 16 bps**, or you loaded an image that contains 16 bps and your Color Settings are set to **Use Same Bit Depth As Input Picture**.

3.3.2 Settings

To bring up this dialog, select **File > Settings** menu command.

General 56	General Settings
Color 57	Color Settings
Language 59	Language Settings

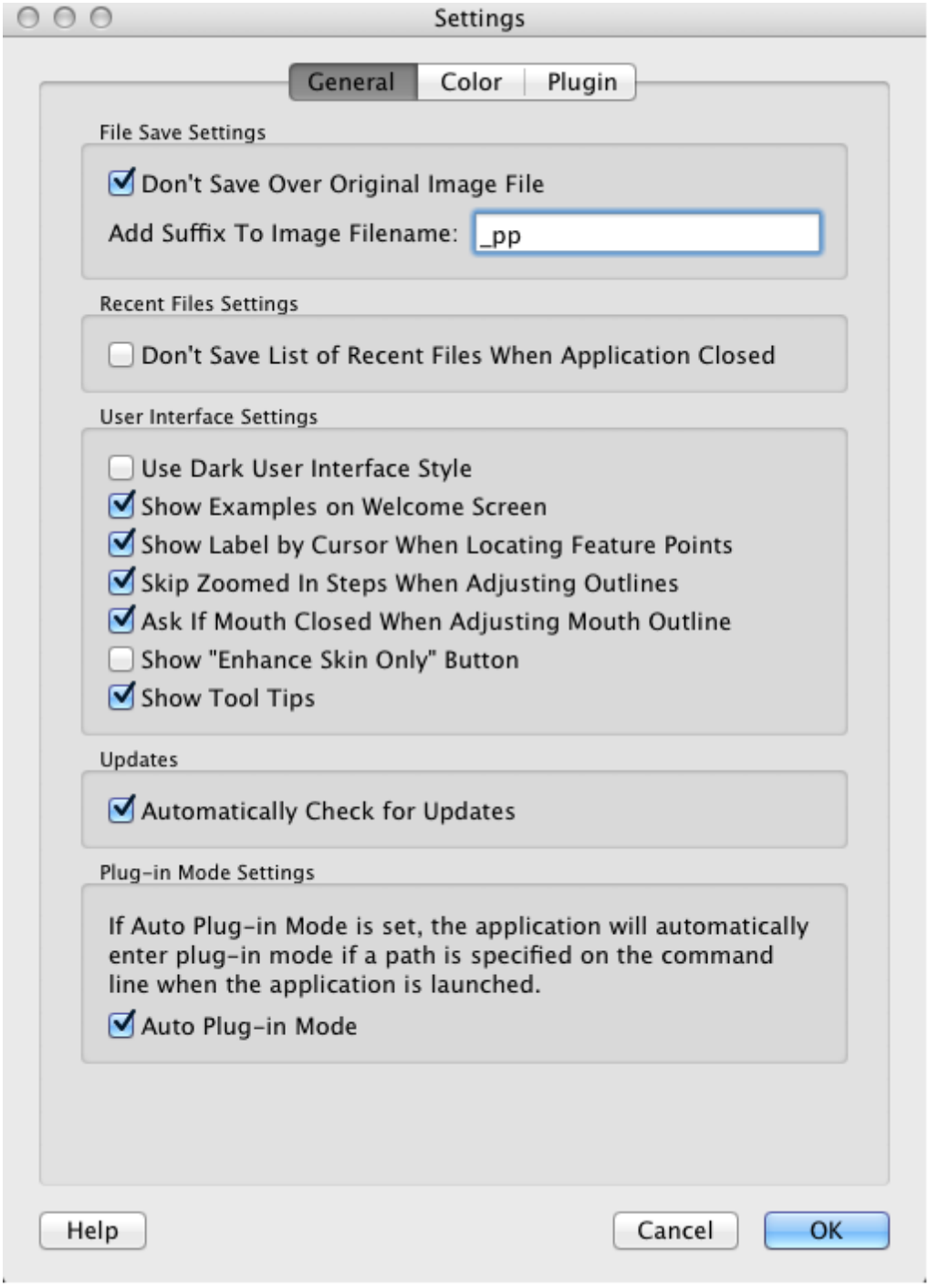
© 2012 Anthropics Technology Ltd.

Plugin 60	Lets you install the Photoshop filter plug-in that lets Portrait Professional be used as a filter from Photoshop.

© 2012 Anthropics Technology Ltd.

3.3.2.1 General Settings

To bring up this dialog, select **PortraitProfessional > Preferences** menu command.


Settings
General
Color
Plugin
File Save Settings
Don't Save Over Original Image File
Add Suffix To Image Filename:
_pp
Recent Files Settings
Don't Save List of Recent Files When Application Closed
User Interface Settings
Use Dark User Interface Style
Show Examples on Welcome Screen
Show Label by Cursor When Locating Feature Points
Skip Zoomed In Steps When Adjusting Outlines
Ask If Mouth Closed When Adjusting Mouth Outline
Show "Enhance Skin Only" Button
Show Tool Tips
Updates
Automatically Check for Updates
Plug-in Mode Settings
If Auto Plug-in Mode is set, the application will automatically enter plug-in mode if a path is specified on the command line when the application is launched.
Auto Plug-in Mode
Help
Cancel
OK

File Save Settings

Don't Save Over Original Image File - check this box and when saving a picture Portrait Professional will create a default filename that is different from the original file name.

© 2012 Anthropics Technology Ltd.

Add Suffix to Image Filename - with the above option turned on, the new filename for saved files will be the same as the old filename with the text here added to it. By the default the suffix added is "_pp" so for example, if a file called picture.jpg is loaded, then the default saved file would be picture_pp.jpg

Recent Files Settings

Don't Save List Of Recent Files When Application Closed - check this box and no history of files opened will be saved when the application is closed.

User Interface Settings

Use Dark User Interface Style - check this box to use a dark color scheme, or uncheck this box for a more conventional Mac style.

Show Examples on Welcome Screen - check this box to see the example images on the Welcome Screen.

Show Label by Cursor When Locating Feature Points - check this box and when placing the main 5 points on the face, the cursor will have extra text next to the points to help you.

Skip Zoomed In Steps When Adjusting Outlines - check this box to skip the steps where the image is zoomed in to the left eye, right eye, and nose & mouth after the first 5 points have been located. Note: this does not affect profile views (where the face is side on).

Ask If Mouth Closed When Adjusting Mouth Outline - check this box and when adjusting the points on the mouth Portrait Professional will prompt you with a question about whether the mouth is open or closed. Note that even with this option on, you can press the spacebar to select that the mouth is open and move on to the stage of actually moving the mouth points. After doing this, if the mouth really is closed, just move the lip points together and they will merge to form a closed mouth shape.

Show "Enhance Skin Only" Button - this box needs to be checked for the "Enhance Skin Only" button to be shown at the Select Gender 13 stage.

Show Tool Tips - uncheck this box to turn off all the tool tips (the pop-up help that appears when you hover the mouse over a control).

Updates Settings

Automatically Check for Updates - if this is checked, then Portrait Professional will periodically check to see if a new version of Portrait Professional is available. If an update is available, a button will be shown on the Welcome screen. When you click the update button, your web browser will be opened showing information about the update that is available.

Plug-in Mode Settings

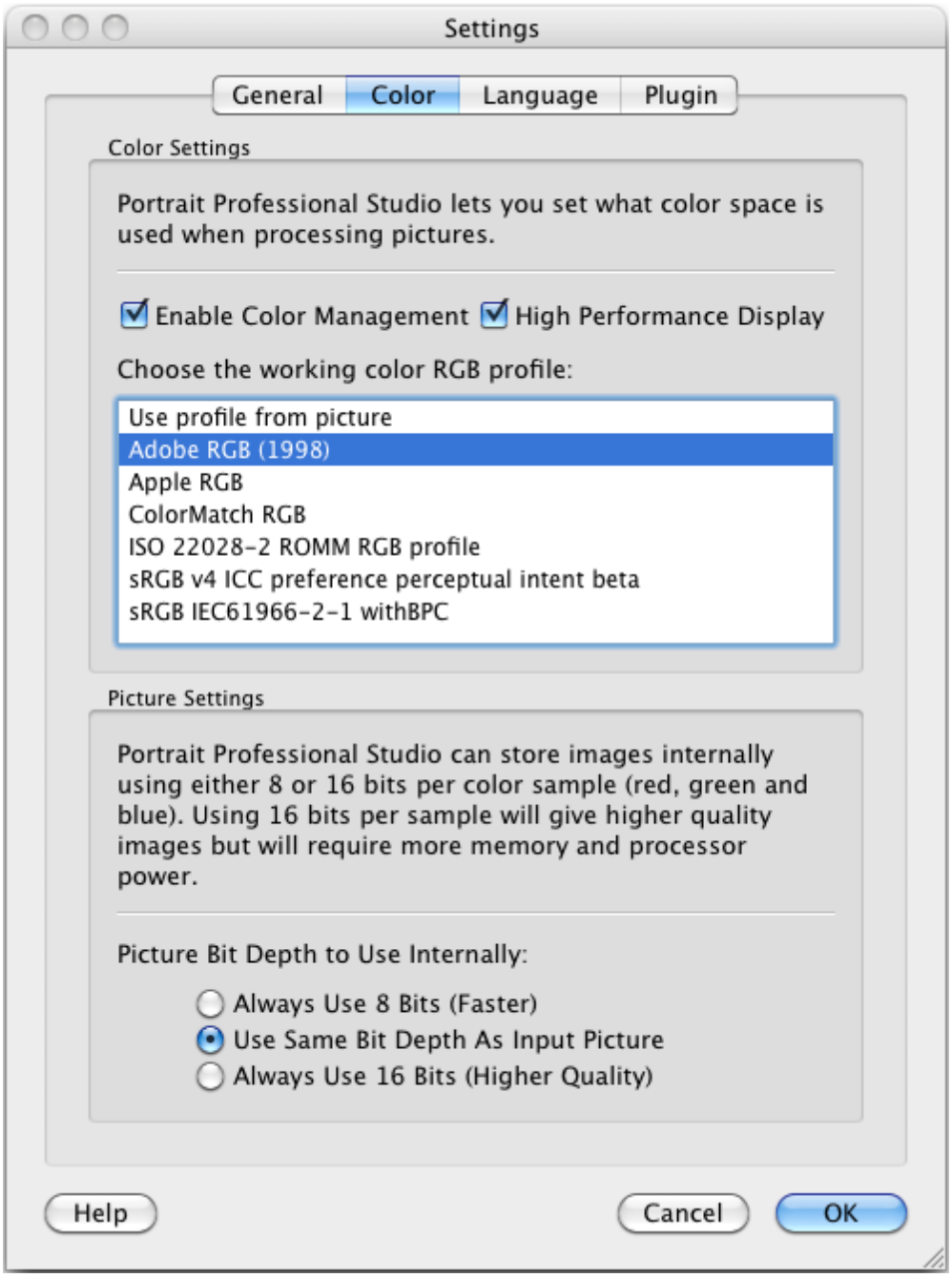
Auto Plug-in Mode - [Studio edition only] If Auto Plug-in Mode is set, Portrait Professional will enter plug-in mode 20 if a path is specified on the command line when launching the application.

3.3.2.2 Color Settings

Studio Edition Only 10

To bring up this dialog, select **PortraitProfessional > Preferences** menu command and the Color tab.

© 2012 Anthropics Technology Ltd.


Settings
General
Color
Language
Plugin
Color Settings
Portrait Professional Studio lets you set what color space is used when processing pictures.
Enable Color Management
High Performance Display
Choose the working color RGB profile:
Use profile from picture
Adobe RGB (1998)
Apple RGB
ColorMatch RGB
ISO 22028-2 ROMM RGB profile
sRGB v4 ICC preference perceptual intent beta
sRGB IEC61966-2-1 withBPC
Picture Settings
Portrait Professional Studio can store images internally using either 8 or 16 bits per color sample (red, green and blue). Using 16 bits per sample will give higher quality images but will require more memory and processor power.
Picture Bit Depth to Use Internally:
Always Use 8 Bits (Faster)
Use Same Bit Depth As Input Picture
Always Use 16 Bits (Higher Quality)
Help
Cancel
OK

Color management helps to ensure that the colors you see on your monitor are as close to how they should appear as possible.

In addition, you can configure what working color profile Portrait Professional Studio uses internally. This affects the *color gamut*, which is the range of colors that can be represented.

For maximum speed, select the "High Performance" option. This allows Portrait Professional Studio to optimize the use of color profiles for the screen when being used interactively. Regardless of this setting, your chosen working profile will be used when saving files.

You can also configure the *color depth* used by Portrait Professional Studio. This is the number of bits used to represent each color sample.

© 2012 Anthropics Technology Ltd.

Each pixel consists of 3 color samples (red, green and blue), so:

- 8 bits per color sample is 24 bits per pixel.
- 16 bits per color sample is 48 bits per pixel.

Note: this dialog is only available in the Studio editions of Portrait Professional. The standard edition of Portrait Professional works with Color Management turned off and 8 bits per color sample. What this means is that colors displayed on the screen may not be accurate, however color profiles are preserved which means that the images saved from Portrait Professional will have the same color profiles as the images that were originally loaded. If using these images in other color managed programs the colors will look correct.

An explanation of color management

When color management is turned on, Portrait Professional will ensure that the colors on the screen are correctly displayed according to the color profile specified in the image and your monitor profile. For the very best results, calibrate your monitor rather than using the profile that is provided by the manufacturer of the monitor.

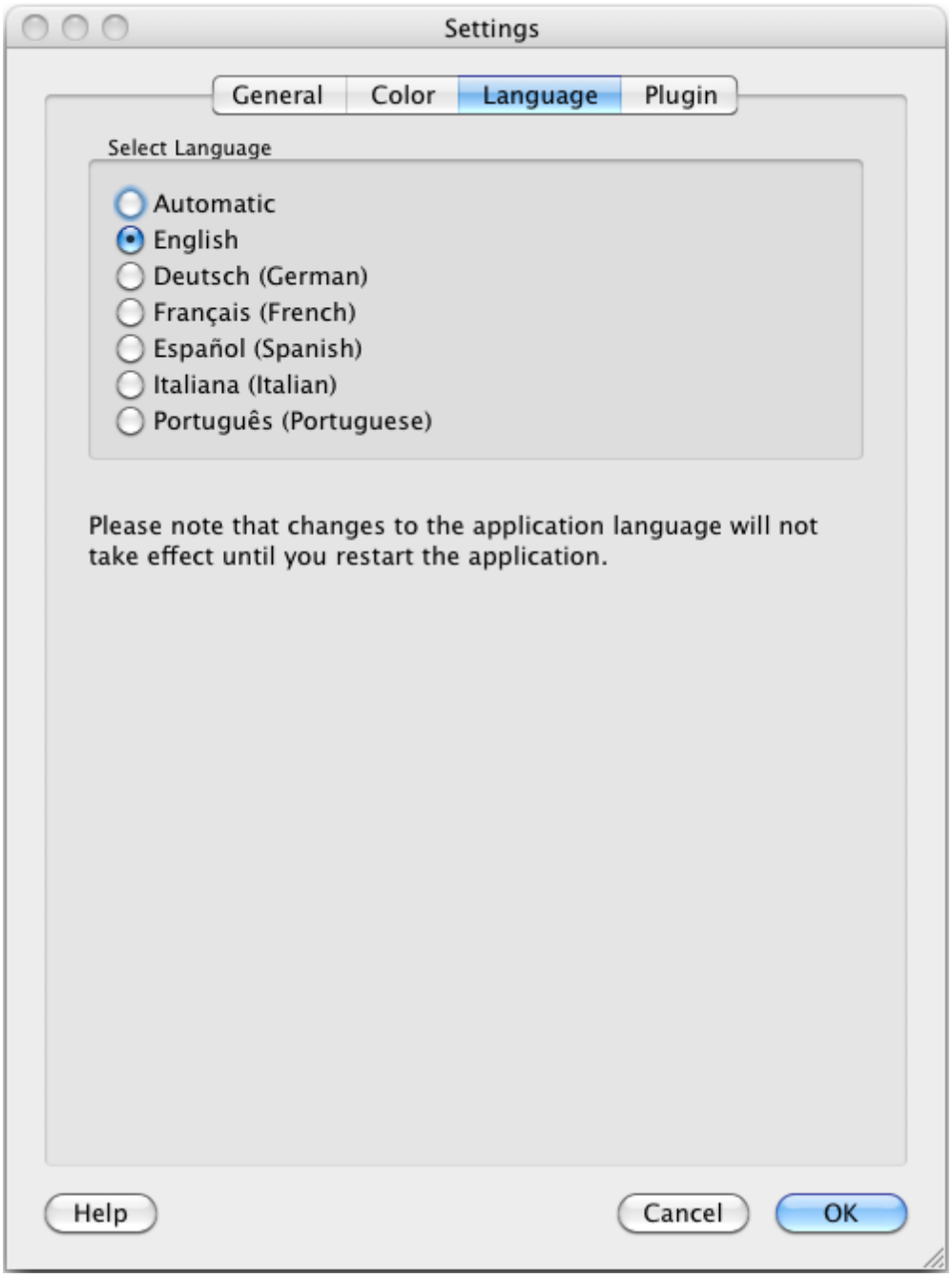
For example, if you have a picture on your disk that you have saved with an sRGB profile and you also have the same picture saved with an Adobe (1998) profile, then they will be displayed with slightly different colors with color management turned off, but when color management is on they will look the same. In fact with color management on the two pictures could still look slightly different due to out of gamut colors being lost when the images were created, or rounding errors caused by the different color profile conversions in the process of displaying the images. However any changes would be very slight and normally not noticeable.

If you print a lot then a good rule of thumb is to use Adobe (1998) as your working profile, or if you mainly view images on your monitor then sRGB is more suitable. In either case it is best not to convert from one color profile to another without a reason, because during the conversion there may be colors that become out of gamut (i.e. they cannot be represented in the new color space) and so they will be lost, and also rounding errors could be introduced which would appear as color banding over smooth gradients in the image.

3.3.2.3 Language Settings

To bring up this dialog, select the **PortraitProfessional > Preferences** menu command and choose the Language tab.

© 2012 Anthropics Technology Ltd.



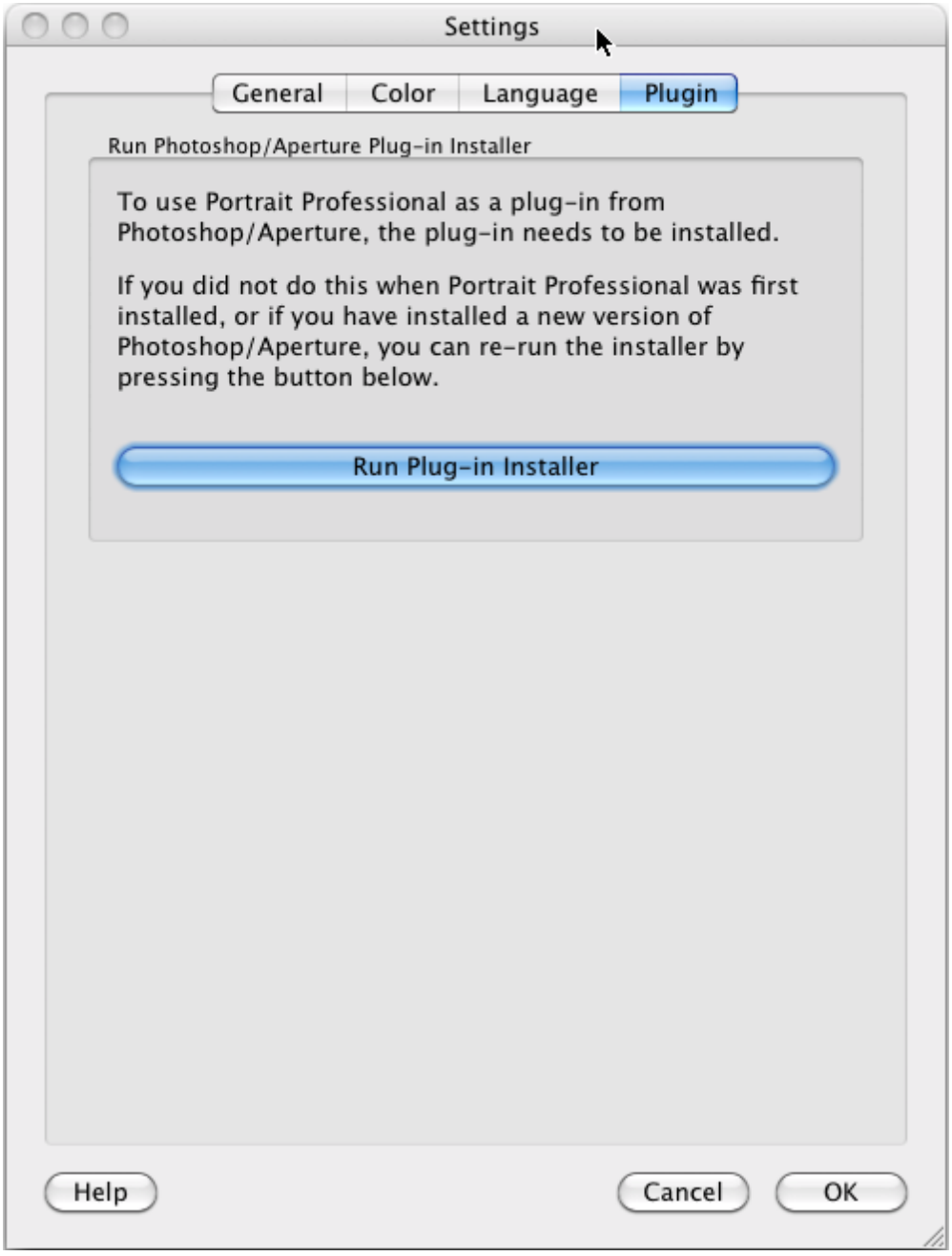
If you select the option *Automatic*, the language will be automatically set to the same as the language of your computer if that language is supported, otherwise English will be selected.

3.3.2.4 Plugin

Studio Edition Only 10

To bring up this dialog, select **PortraitProfessional > Preferences** menu command and the Plugin tab.

© 2012 Anthropics Technology Ltd.


Settings
General
Color
Language
Plugin
Run Photoshop/Aperture Plug-in Installer
To use Portrait Professional as a plug-in from Photoshop/Aperture, the plug-in needs to be installed.
If you did not do this when Portrait Professional was first installed, or if you have installed a new version of Photoshop/Aperture, you can re-run the installer by pressing the button below.
Run Plug-in Installer
Help
Cancel
OK

This dialog lets you install the plug-in filter that makes Portrait Professional available in Photoshop/Aperture.

You will have been offered the option to install the plug-in when Portrait Professional was installed. This panel lets you re-run the plug-in installer. This lets you install the plug-in if you chose not to install it when Portrait Professional was installed, or if you have since installed a new version of Photoshop/Aperture.

The plug-in installer will automatically detect which version(s) of Photoshop/Aperture you have installed. You just need to check the box next to each application that has been detected to install the plug-in for that application.

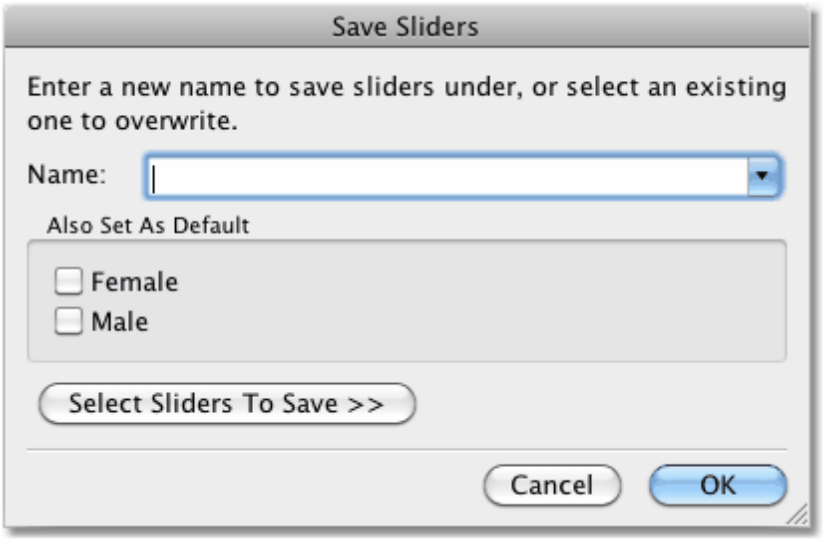
You will also be offered the option to select a folder into which to install the plug-in. This is useful if you want to install the plug-in for other applications that you know are compatible, or if you have an install of Photoshop/

© 2012 Anthropics Technology Ltd.

Aperture that was not detected automatically for some reason.

3.3.3 Save Sliders

To bring up this dialog, press the **Save Your Sliders** button in the Saved Sliders Controls 33.



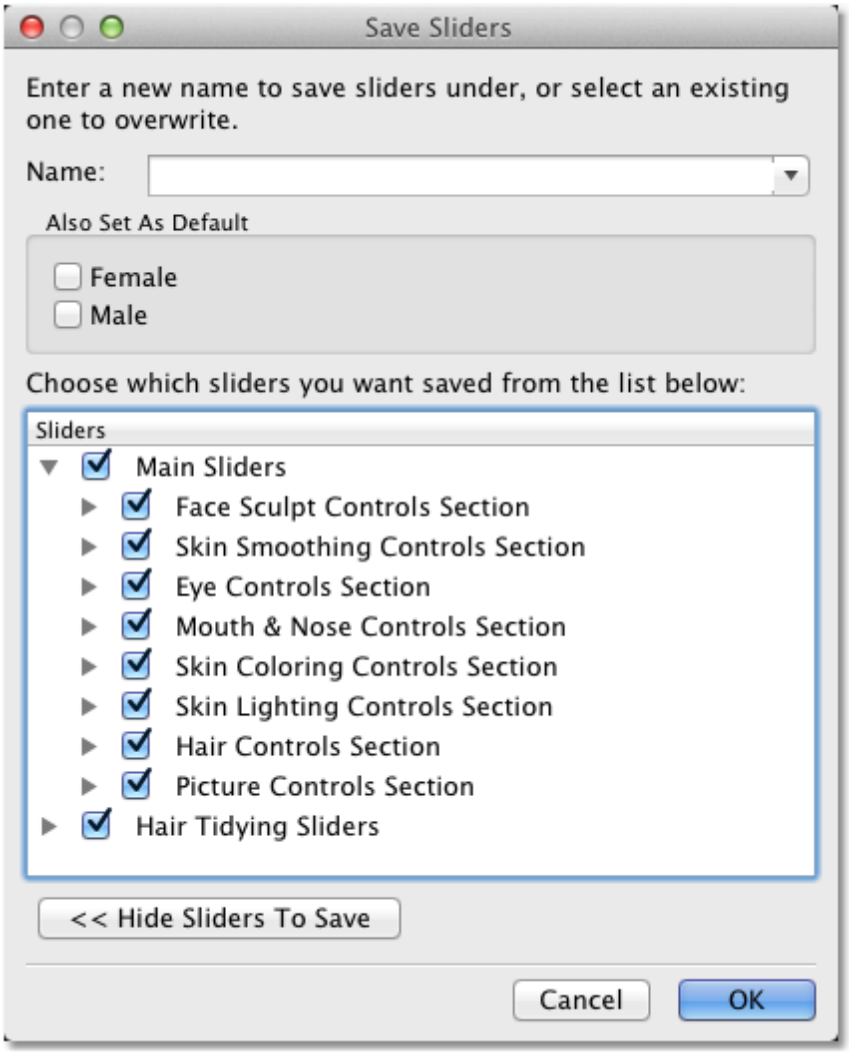
Enter a name, and when you press OK the current slider values will be saved with the other Saved Sliders.

If you enter the name of an existing Saved Sliders setting, it will be replaced.

If you also want to make the current slider values the default for female or male faces, then check the appropriate box before pressing OK.

By default, all slider values are saved. If you want to save just a subset of the sliders, press the **Select Sliders To Save** button. This will expand the dialog as shown below.

© 2012 Anthropics Technology Ltd.



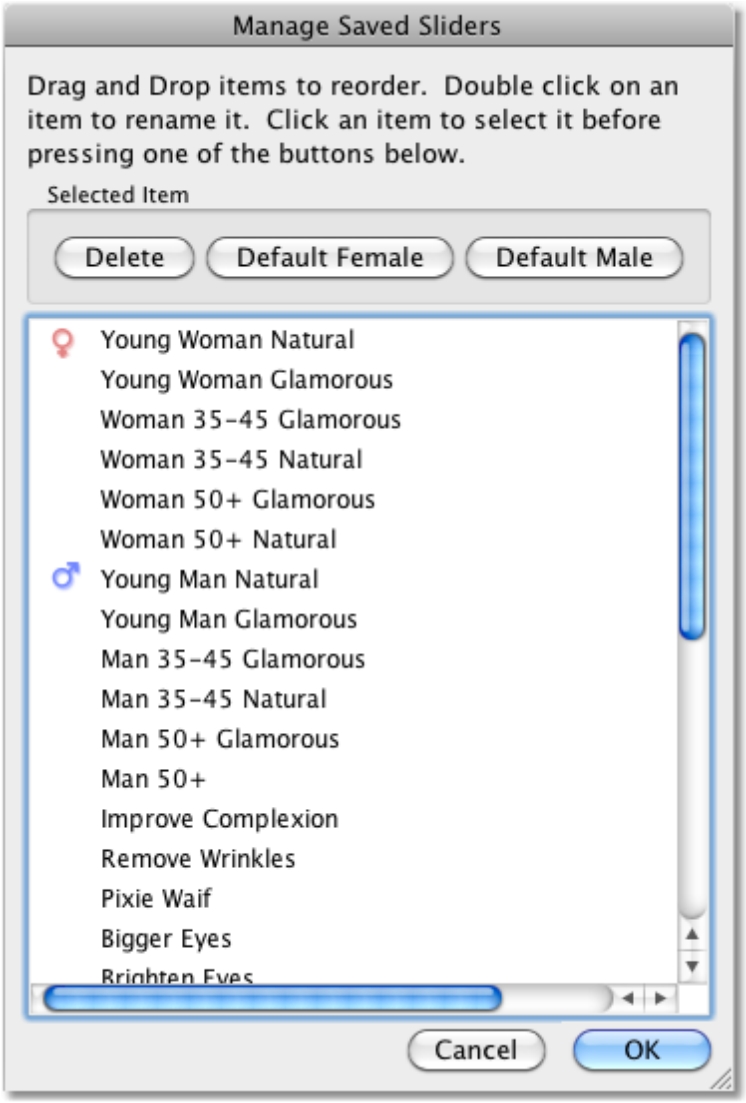
Click in the checkbox next to each slider to toggle between saved (checked) and not saved (unchecked).

If you click in the checkbox of a slider that has sub-sliders, all the sub-sliders will be set to the same.

© 2012 Anthropics Technology Ltd.

3.3.4 Manage Saved Sliders

To bring up this dialog, press the MANAGE button in the Saved Sliders 33 Controls.



This dialog shows all the Saved Sliders settings, except the built-in "Reset To Original Image" which cannot be changed.

To rename a Saved Sliders setting, double click it's name in the list, then type the new name.

To re-order the Saved Sliders, you can drag them to new positions in the list.

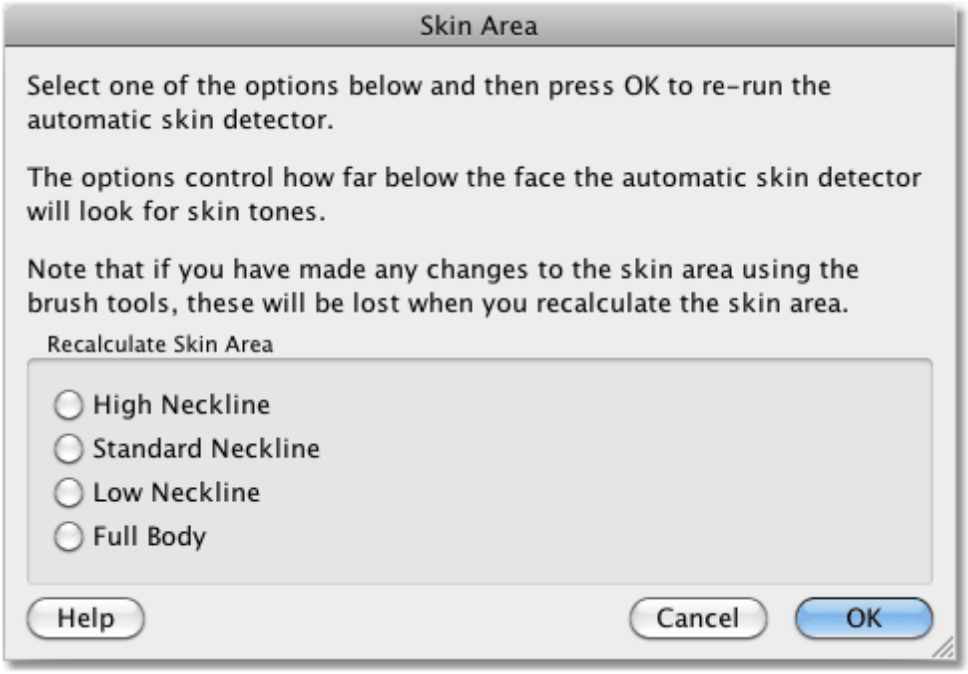
To delete a Saved Sliders setting, click on the one you want to delete so that it is highlighted and then press the **Delete** button.

To set a Saved Sliders setting as the initial values to use when a new face is loaded, click on the one you want and then press either the **Default Female** or **Default Male** button.

© 2012 Anthropics Technology Ltd.

3.3.5 Skin Area

To bring up this dialog, press the **Recalculate Skin Area** button at the bottom of the Skin Selection Tools 52, or choose the **Change Skin Selection Area** command from the Full Body Skin 28 menu.


Skin Area
Select one of the options below and then press OK to re-run the automatic skin detector.
The options control how far below the face the automatic skin detector will look for skin tones.
Note that if you have made any changes to the skin area using the brush tools, these will be lost when you recalculate the skin area.
Recalculate Skin Area
High Neckline
Standard Neckline
Low Neckline
Full Body
Help
Cancel
OK

The **Show Skin Area** checkbox lets you show or hide the skin area as a blue overlay on the enhanced image. This is the same as the **Show Skin Area** button in the Skin Controls 39 section.

To recalculate the skin area, select one of the options and press the **Recalculate** button.

The options control how far below the face that Portrait Professional will look for skin tones.

An alternative to recalculating the skin area is to use the Extend and Cut Back tools in the Skin Controls section.

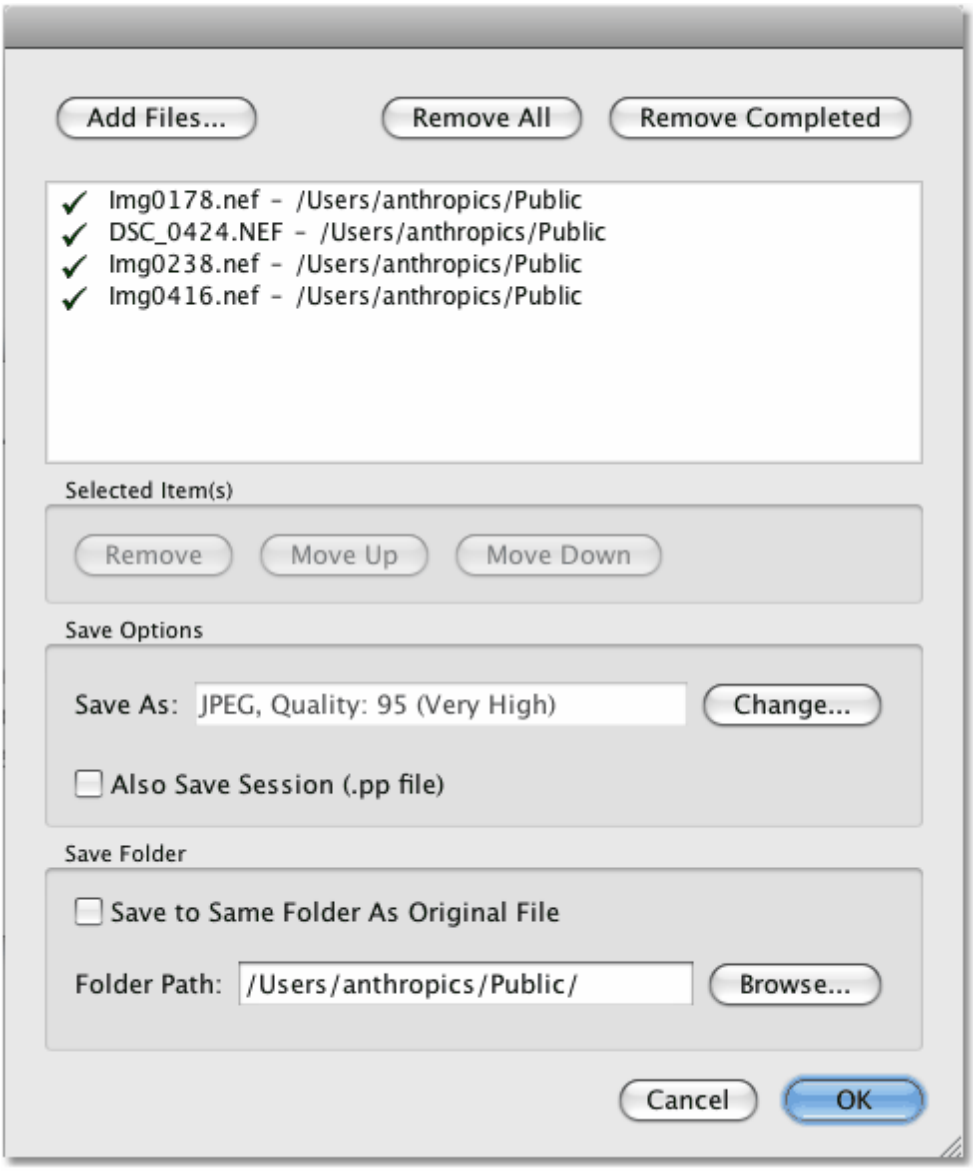
Note: if you recalculate the skin area, any changes you previously made using any of the tools in the Skin Controls section will be lost.

3.3.6 Batch

Studio Edition Only 10

To bring up this dialog, select **File > Open Batch...** menu command.

© 2012 Anthropics Technology Ltd.



This dialog lets you set up a list of files to work through. You can also set the save options to use when each file is saved.

Adding Files

To add files to the batch list, press the Add Files button. This brings up a file open dialog that you can use to select the files to add.

The files in the batch are shown in the list at the top of the dialog.

Using the Batch List

When you press the OK button, your changes are saved and the first file in the list that has not already been completed will be opened.

When you have finished enhancing that image, select the **Save And Open Next** command from the File 26

© 2012 Anthropics Technology Ltd.

menu. This will save the current image using the options selected, and then automatically open the next file in the list.

If you open the Batch dialog again, you will see a check against the file you have just completed.

The following icons can appear next to the files in the list:

	Pending - file is waiting to be processed
✓	Completed - file has been enhanced and saved
✗	Failed - file could not be opened
	Skipped - file was closed without saving

You can reset a file's status back to "pending" by right clicking on the file, and selecting **Reset Status** from the pop-up menu.

Once you have completed all the files in the batch, press the **Remove Completed** button to remove them from the list.

The files in the batch and the batch settings are saved when Portrait Professional is closed, so you can carry on working on the files in the batch the next time you run Portrait Professional.

Reorganizing the Files

The files will be opened in the order shown in this list. If you want to re-order the files, select one or more files in the list and press the Move Up or Move Down button.

You can also remove the selected items by pressing the **Remove** button. Note that this only removes the files from the list, it does not delete the files from the disk.

To select more than one file in the list, hold down the CTRL key when selecting another file. Alternatively, you can hold down the SHIFT key to add all files between the current file and the one clicked on.

Save Options

Files are saved in the format shown in the Save Options section. Press the **Change** button to bring up a dialog that lets you change the save format.

If you check the **Also Save Session** box, then a Portrait Professional session file (.pp extension) will also be saved, which will save the image along with all the point positions and all the slider values. You can open a session file to continue enhancing an image without having to position the face points again. The session file will be saved in the same folder and with the same name as the enhanced image, but it will have a .pp extension.

The files will be saved to the same folder as the original file if **Save to Same Folder As Original File** is checked. If you want to save the enhanced images to a different folder, uncheck the box and enter a path in the **Folder Path** field. You can press the Browse button to bring up a folder dialog that lets you select a folder to save to.

The enhanced image will be saved to a file with the same name as the original file. If you have specified a suffix to add in the File Save Settings 56, this will also be added.

© 2012 Anthropics Technology Ltd.

3.4 Tools Reference

This section describes the tools available in Portrait Professional.

These tools are available when enhancing an image 18, and work in the enhanced ("After") image view.

When you change tool, you change what will happen if you click in the enhanced image view.

Each tool has a different cursor shape, so that you can easily see which tool is selected.

Pan Tool 68	Pans the view of the image. This is the default tool if no other tool is selected.
Brush Tools 68	Let you paint in the enhanced image to touch-up or restore spots.
Area Brush Tools 69	Let you paint in the enhanced image to refine the skin or hair areas.
Crop Tool 70	Used to crop the picture.

3.4.1 Pan Tool

The Pan tool is available when you are enhancing an image 18.

The Pan tool is the default tool when no other tool is selected.

To use the Pan tool, click and drag in the enhanced image to change which part of the image is visible.

The Pan tool can be used as an alternative to the Zoom Control 31.

The Pan tool is the only tool that also works in the original image view, if you have the side by side layout selected.

3.4.2 Brush Tools

The brush tools are available when you are enhancing an image 18. They are called brush tools since they work like a paintbrush. You need to move the cursor over the area where you want to "paint" with the brush, then press and hold the left mouse button while you drag the mouse over the area you want to affect.

There are two types of brush tools. This page describes the standard brush tools which are used for making changes to how the skin is enhanced in particular areas. The other type is the Area Brush Tools 69, which are used for selecting the areas where the skin and hair enhancements are made.

Touch-up and Restore Brushes

The following brushes are available from the bar above the main image view.

Touch-Up Brush	Use this to paint over spots or blemishes in the skin that have not been eliminated automatically.
Restore Brush	Use this to paint over spots in the skin that have been removed, but that you would like to keep.

© 2012 Anthropics Technology Ltd.

Brush Controls

To select a brush, press the appropriate button.

Press the button again to deselect the brush (goes back to the Pan tool 68).

The brush tools work like a paintbrush. You use them to paint an area on the enhanced image, to which the brush effect is applied.

To use a brush, press the mouse left button while the cursor is in the enhanced image, and drag the mouse while holding the button down. Release the mouse button to finish the brush stroke. The area that the cursor passes over while you do this is the area that you have "brushed".

Brush Size

The brush size controls how big an area is affected by the brush. You can see how big this area is from the size of the cursor circle when using the brush.

Brush Strength

The brush strength (opacity) controls how strongly the brush effect is drawn. A strength of 100 means the full brush effect is applied in one stroke. You can set a smaller strength to make gradual changes.

For example, if you set the strength to 50 when using the Touch-Up Brush, then when you paint over a spot only half of the maximum spot removal effect will be applied. If you release the mouse and paint over the spot again, then 50% more spot removal processing will be applied. This lets you do just enough to remove the spot, but without applying too much effect which might over-blur the surrounding area.

When a brush tool is selected, controls to set the brush size and strength will appear near the button used to select it.

Brush Undo

When you use any brush tool, the last brush stroke can be undone using the Edit Menu 28 Undo command, or by pressing **Control-Z** on the keyboard. Further undo will undo previous brush strokes and other actions that you have performed going back in the history of the current session. After an undo you can also redo to get back where you were from the Edit Menu 28 Redo command or **Control-Y.**

Tablet Support

Portrait Professional supports a tablet and stylus. If you have a tablet and stylus you will normally find this easier to use when drawing.

3.4.3 Area Brush Tools

The area brush tools are available when you are enhancing an image 18. The area brush tools are used to adjust the areas where the skin or hair enhancements are made. Portrait Professional will automatically select the skin and hair areas, but depending on the picture it may not always get these areas exactly right. The area brush tools are provided to let you manually fix these areas.

The area brush tools are "smart" brushes, in that they will automatically detect the edges of regions.

You will see when you select an area brush tool that the position of the brush is shown by two circles. The outer circle is the area where the brush will be applied. The inner area is the "detector" region. When you paint with the brush, the detector region is painted as normal. The region between the inner circle and the outer circle will only be painted for areas which are a similar color to the color in the inner region. This means that if

© 2012 Anthropics Technology Ltd.

you are painting along an edge, all you need to do is keep the detector region completely inside the area you are painting, and the brush will automatically paint up to the edge but not beyond it, even if the outer circle of the brush goes beyond the edge.

While you are painting with a smart area brush, you can press and hold the ALT key to lock the position of the detector. This is very useful when painting very fine detail such as strands of hair.

Skin Brushes

To view or fix the skin area 52, press the **Show Skin Controls** button to open the Skin Controls 39 section, and then press the **View/Edit Skin Area** button.

Extend Skin Area	Lets you add to the area that will be treated as skin during enhancement. Use this to paint over areas of the photo that are skin, but that have not been automatically detected as skin.
Cut Back Skin Area	Lets you fix areas that should not be treated as skin during enhancement. Use this to paint over areas of the photo that are not skin, but that have been automatically detected as skin.

Hair Brushes

To view or fix the hair area 52, press the **Show Hair Controls** button to open the Hair Controls 48 section, and then press the **View/Edit Hair Area** button.

Extend Hair Area	Lets you add to the area that will be treated as hair during enhancement. Use this to paint over areas of the photo that are hair, but that have not been automatically detected as hair.
Cut Back Hair Area	Lets you fix areas that should not be treated as hair during enhancement. Use this to paint over areas of the photo that are not hair, but that have been automatically detected as hair.

3.4.4 Crop Tool

The Crop tool is available when you are enhancing an image 18.

To select the Crop tool, press the Crop tool button in the Picture Controls 50 section.

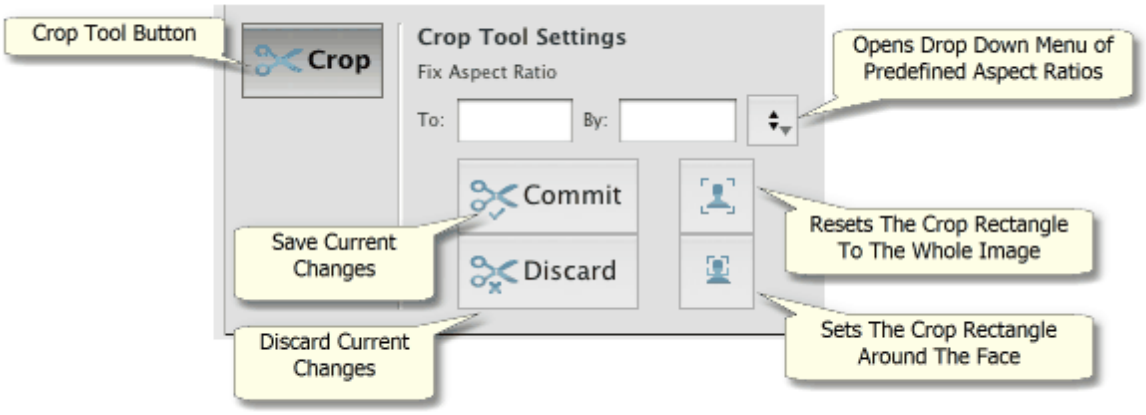
The Crop tool is used to adjust which area of the whole picture you are going to use for your portrait. You may need to do this to cut out distractions, so that the portrait focuses on the person in the picture. When you crop you don't actually lose anything from the picture, you just change the area displayed and you can always come back and re-adjust the crop if you have got it wrong.

Upon opening the tool, the crop grid will be overlaid on your picture.

© 2012 Anthropics Technology Ltd.

This grid shows the part of the picture that will be displayed, divided into thirds for reference. Adjust the grid by clicking and holding on any point on the grid and dragging it to the position you want.

Once you are happy with the way the crop looks, click on **Commit** to make the changes. If you want to cancel the changes you have just made, click on **Discard**.



TIP: Professional photographers will usually place the eyes or the mouth in a portrait on the "third" lines. This gives a more pleasing balance to the picture.

You can also fix the aspect ratio of the crop using the **Fix Aspect Ratio** function in the crop control panel. For example you may want to print out a 6x9 inch picture (this is a standard photographic print size), so want to work in this aspect ratio. To do this set the Fix Aspect Ratio values by clicking in the To: and By: boxes and entering the ratio you want. Once you have done this the crop grid will automatically stay in the that ratio as you drag it around.

3.5 Third Party Credits

Portrait Professional uses a number of third-party libraries, which are acknowledged here. We offer our thanks to the authors for providing these valuable resources.

© 2012 Anthropics Technology Ltd.

dcraw

RAW image reading is provided by dcraw.

```
Copyright 1997-2012 by Dave Coffin, dcoffin a cybercom o net
```

tifflib

TIFF image reading and writing is provided by libtiff.

```
Copyright (c) 1988-1997 Sam Leffler
Copyright (c) 1991-1997 Silicon Graphics, Inc.

Permission to use, copy, modify, distribute, and sell this software and its
documentation for any purpose is hereby granted without fee, provided that (i) the
above copyright notices and this permission notice appear in all copies of the
software and related documentation, and (ii) the names of Sam Leffler and Silicon
Graphics may not be used in any advertising or publicity relating to the software
without the specific, prior written permission of Sam Leffler and Silicon Graphics.

THE SOFTWARE IS PROVIDED "AS-IS" AND WITHOUT WARRANTY OF ANY KIND, EXPRESS, IMPLIED OR
OTHERWISE, INCLUDING WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY OR FITNESS
FOR A PARTICULAR PURPOSE.

IN NO EVENT SHALL SAM LEFFLER OR SILICON GRAPHICS BE LIABLE FOR ANY SPECIAL,
INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES OF ANY KIND, OR ANY DAMAGES WHATSOEVER
RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER OR NOT ADVISED OF THE POSSIBILITY
OF DAMAGE, AND ON ANY THEORY OF LIABILITY, ARISING OUT OF OR IN CONNECTION WITH THE
USE OR PERFORMANCE OF THIS SOFTWARE.
```

jpeglib

JPEG image reading and writing is provided by jpegtiff.

```
This software is based in part on the work of the Independent JPEG Group.

This software is copyright (C) 1991-2011, Thomas G. Lane, Guido Vollbeding.
```

zlib

Zlib compression support is provided by zlib.

```
(C) 1995-2012 Jean-loup Gailly and Mark Adler
```

Adobe DNG SDK

DNG reading is provided by the Adobe DNG SDK.

```
Lossless JPEG code adapted from:

Copyright (C) 1991, 1992, Thomas G. Lane.
Part of the Independent JPEG Group's software.

Copyright (c) 1993 Brian C. Smith,
The Regents of the University of California
All rights reserved.

Copyright (c) 1994 Kongji Huang and Brian C. Smith.
```

© 2012 Anthropics Technology Ltd.

Cornell University
All rights reserved.

Permission to use, copy, modify, and distribute this software and its documentation for any purpose, without fee, and without written agreement is hereby granted, provided that the above copyright notice and the following two paragraphs appear in all copies of this software.

IN NO EVENT SHALL CORNELL UNIVERSITY BE LIABLE TO ANY PARTY FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OF THIS SOFTWARE AND ITS DOCUMENTATION, EVEN IF CORNELL UNIVERSITY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

CORNELL UNIVERSITY SPECIFICALLY DISCLAIMS ANY WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE SOFTWARE PROVIDED HEREUNDER IS ON AN "AS IS" BASIS, AND CORNELL UNIVERSITY HAS NO OBLIGATION TO PROVIDE MAINTENANCE, SUPPORT, UPDATES, ENHANCEMENTS, OR MODIFICATIONS.

Copyright © 2006 Adobe Systems Incorporated. All rights reserved.

Adobe is a registered trademark or trademark of Adobe Systems Incorporated in the United States and/or other countries. Windows is either a registered trademark or a trademark of Microsoft Corporation in The United States and/or other countries. Mac is a trademark of Apple Computer, Inc., registered in the United States and other countries. All trademarks noted herein are the property of their respective owners.

Adobe XMP SDK

The Adobe XMP SDK is used by the Adobe DNG SDK

Copyright 2009 Adobe Systems Incorporated and others. All rights reserved. The original version of this source code may be found at http://adobe.com.

lcms library

ICC color profile handling is provided by lcms.

Little CMS

Copyright (c) 1998-2007 Marti Maria Saguer

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

OpenCV

Automatic feature finding makes use of the OpenCV library.

License Agreement

For Open Source Computer Vision Library

Copyright (C) 2000-2008, Intel Corporation, all rights reserved.

Copyright (C) 2008-2011, Willow Garage Inc., all rights reserved.

Third party copyrights are property of their respective owners.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

* Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

* The name of the copyright holders may not be used to endorse or promote products derived from this software without specific prior written permission.

This software is provided by the copyright holders and contributors "as is" and any express or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose are disclaimed. In no event shall the Intel Corporation or contributors be liable for any direct, indirect, incidental, special, exemplary, or consequential damages (including, but not limited to, procurement of substitute goods or services; loss of use, data, or profits; or business interruption) however caused and on any theory of liability, whether in contract, strict liability, or tort (including negligence or otherwise) arising in any way out of the use of this software, even if advised of the possibility of such damage.

3.6 Supported File Types

Portrait Professional can read and write the following types of files:

Type	Extension	Description
JPEG	.jpg; .jpeg	Image file type that uses lossy compression
TIFF	.tif; .tiff	Image file type that is uncompressed or uses loss-less compression Note: TIFF files containing images that have 16 bits per color sample (48 bits per pixel) are only supported in the Studio edition.
PPX	.ppx	Proprietary file type used by Portrait Professional to store a session

© 2012 Anthropics Technology Ltd.

Studio Edition

In addition, Portrait Professional Studio supports reading the following camera RAW files:

Manufacturer	Type
Adobe	.dng
ARRI	.ari
Canon	.crw; .cr2
Epson	.erf
Fuji	.raf
Imacon	.fff
Kodak	.tif; .kdc; .dcr
Mamiya	.mef; .mos
Minolta	.mrw
Nikon	.nef
Olympus	.orf
Panasonic	.raw; .rw2
Pentax	.ptx; .pef
Phase One	.tif; .iiq
Red	.r3d
QuickTake	.qtk
Sigma	.x3f
Sony	.arw; .srf; .sr2

© 2012 Anthropics Technology Ltd.

3.7 Keyboard Shortcuts

Portrait Professional provides the following keyboard shortcuts at the various stages of the application.

Menu Commands

CTRL+O	**File > Open** command.
F4	Studio Edition Only 10 **File > Open Batch** command.
CTRL+S	**File > Save** command.
CTRL+W	**File > Close** command.
CTRL+E	**File > Enhance Another Face In This Photo** command.
CTRL+Z	**Edit > Undo** command.
CTRL+Y	**Edit > Redo** command.

Start Screen

SPACE BAR	Brings up File Open dialog to let you select the file to open.

Select Gender

f	Sets face as **female**, then goes to Locate Features step.
m	Sets face as **male**, then goes to Locate Features step.

Locate Features

No keyboard shortcuts

Adjust Outline

SPACE BAR	Goes to the next feature to adjust.
.	Skip to the end of the Adjust Outline stage.

Enhance Photo

+	Zoom in.
-	Zoom out.
ENTER (while held)	Flips enhanced image view to show original image.
a	Shows/Hides Skin Area.
t	Selects Touch-Up tool.

© 2012 Anthropics Technology Ltd.

r	Selects Restore tool.
s	Selects Extend Skin Area tool.
d	Selects Cut Back Skin Area tool.
h	Selects Extend Hair Area tool.
j	Selects Cut Back Hair Area tool.
c	Selects Crop tool.
[	Make brush radius smaller (when a brush tool 68 is selected).
]	Make brush radius larger (when a brush tool is selected).
0-9	Change brush strength (when touch-up or restore brush tool is selected).
ESC	De-selects the currently selected tool.
SPACE BAR (while held)	When a brush tool is selected, temporarily switches to the pan tool.
SHIFT (while held)	When a brush tool is selected, temporarily switches to the opposite brush.
ALT (while held)	When a smart brush is selected, temporarily locks the detector. This is useful when brush fine detail such as strands of hair.

© 2012 Anthropics Technology Ltd.

Part

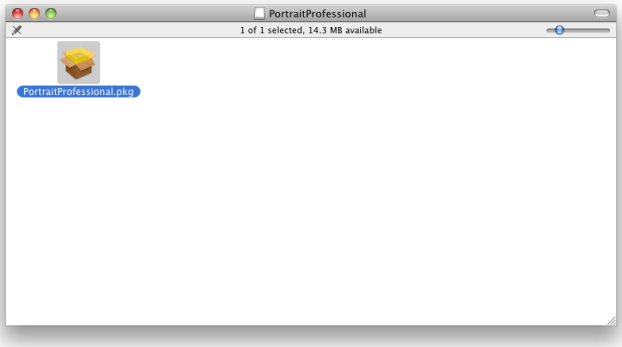
4 Installation Guide

Once you've downloaded Portrait Professional, the installer will guide you through the process. This section will help you through the various points of the installation procedure.

Step 1 - Running the Installer

Navigate to the folder the installer was saved to & double click it to open the DMG file.

- Double click the PortraitProfessional.pkg file to begin the installation.

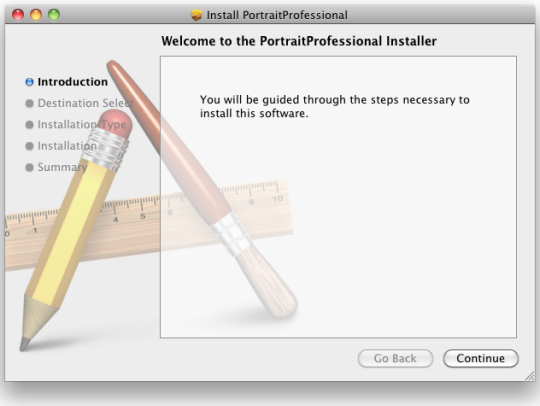


Opened DMG file containing PKG installer.

Step 2 - Installing Portrait Professional

You will then be taken to the Installer Welcome Screen.

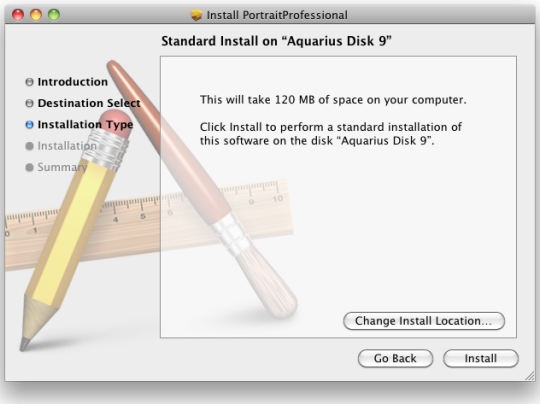
- Click **Continue** to progress the installation.



Portrait Professional Installer Welcome Screen

This will then take you to the Installation Type screen. Here you can select where you would like Portrait Professional to be installed.

© 2012 Anthropics Technology Ltd.



Installation Type - Default

Selecting **Change Install Location** will take you to the Destination Select Screen. Here you can select a custom location to install Portrait Professional.

- After selecting the location for your install, click **Continue** to progress to the next screen.

Destination Select Screen

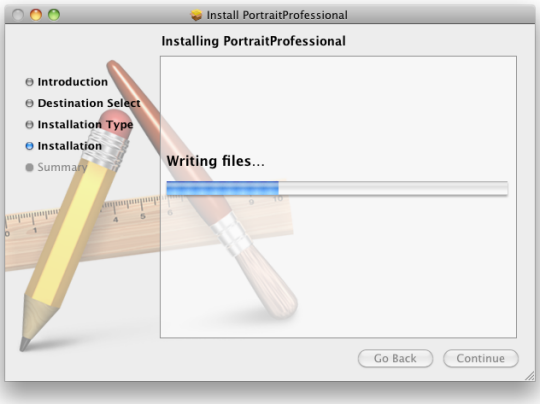
After selecting your desired location, you will be returned to the Installation type screen.

- Clicking **Install** will prompt your Mac for your password to allow the installation. Enter your Mac password to continue the installation.

© 2012 Anthropics Technology Ltd.

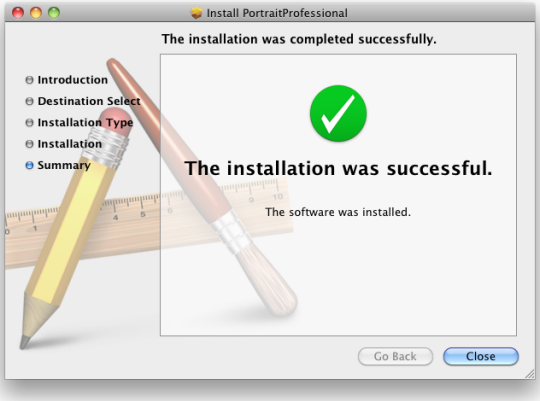
Password Entry to allow installation

The installer will then complete the installation with your chosen settings.



Installing...

After the installer has finished writing the Portrait Professional files to the hard drive, you will reach the Installation Complete Screen.



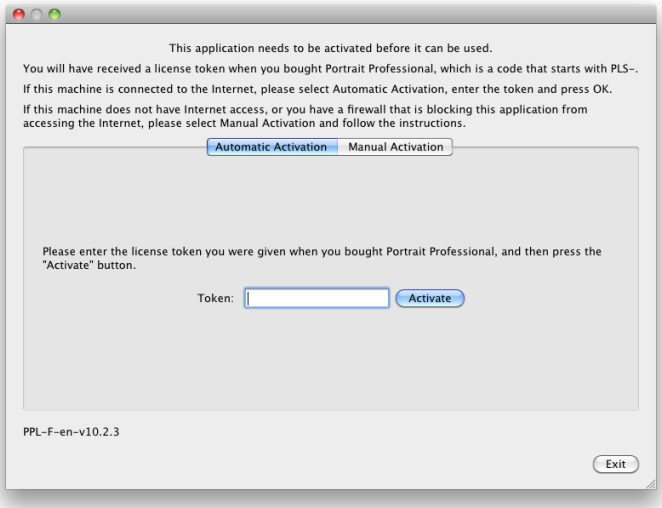
Installation Complete

After successfully installing Portrait Professional, you will be required to activate Portrait Professional before you can begin using it.

Automatic Activation

When you first start Portrait Professional, you will be greeted with an Activation Screen. You will be required to enter your activation token, which was sent to you with your Purchase Confirmation mail.

© 2012 Anthropics Technology Ltd.


This application needs to be activated before it can be used.
You will have received a license token when you bought Portrait Professional, which is a code that starts with PLS-.
If this machine is connected to the Internet, please select Automatic Activation, enter the token and press OK.
If this machine does not have Internet access, or you have a firewall that is blocking this application from accessing the Internet, please select Manual Activation and follow the instructions.
Automatic Activation
Manual Activation
Please enter the license token you were given when you bought Portrait Professional, and then press the "Activate" button.
Token:
Activate
PPL-F-en-v10.2.3
Exit

Automatic Activation Screen

Activating Portrait Professional using the Automatic activation method **requires an active Internet connection**. If you require manual activation, please refer to the Manual Activation guide below. Once you're at the Automatic Activation screen, type in the Activation token that was provided in the purchase confirmation mail and click **Activate**.

Once your token has been verified, Portrait Professional will start up and be ready for use.

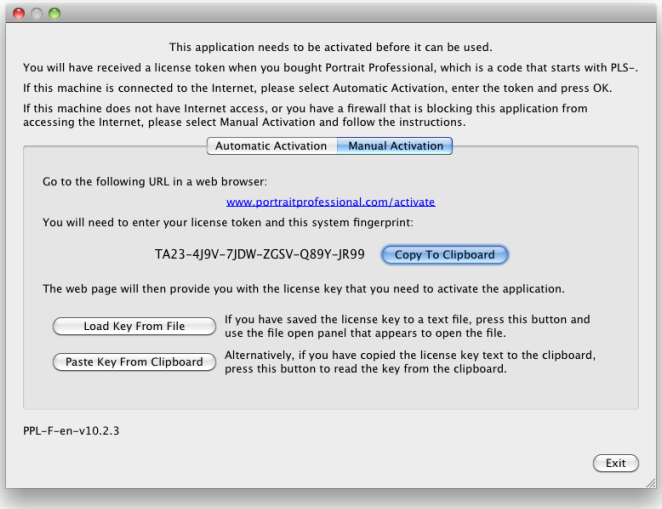
If you want to activate your Portrait Professional license on a computer without an Internet connection, please refer to the Manual Activation Guide 84.

© 2012 Anthropics Technology Ltd.

4.1 Manual Activation

Manual Activation

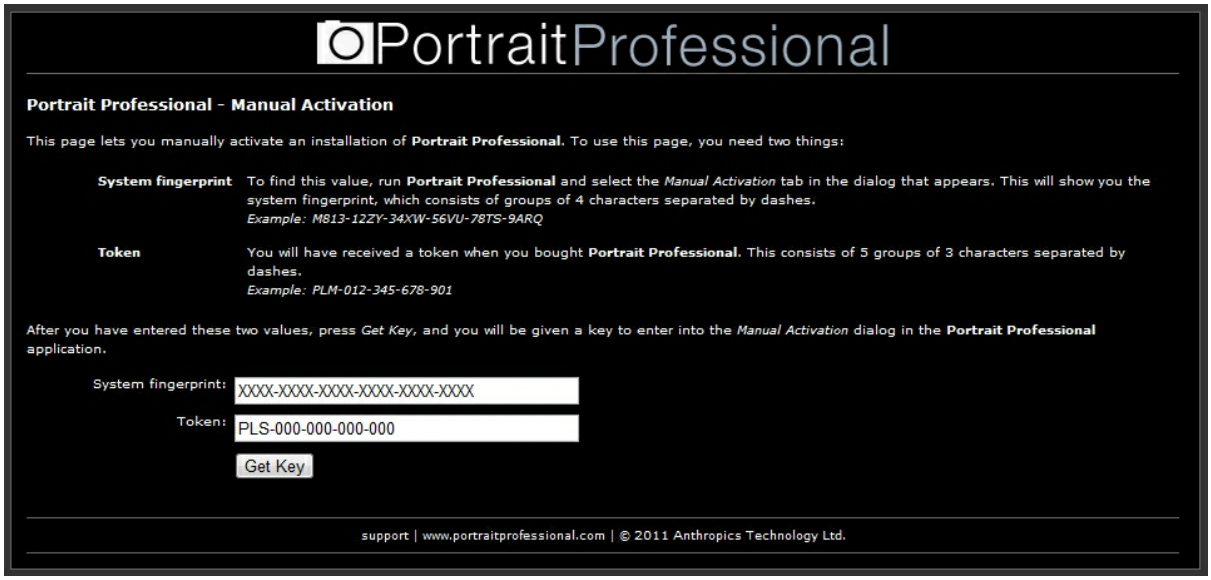
Manual activation is for use in cases where there is no active Internet connection. If you are connected to the Internet during the activation process, it is recommended to use Automatic Activation. Instructions on Automatic Activation can be found in the Installation guide 80.


This application needs to be activated before it can be used.
You will have received a license token when you bought Portrait Professional, which is a code that starts with PLS-.
If this machine is connected to the Internet, please select Automatic Activation, enter the token and press OK.
If this machine does not have Internet access, or you have a firewall that is blocking this application from accessing the Internet, please select Manual Activation and follow the instructions.
Automatic Activation
Manual Activation
Go to the following URL in a web browser:
www.portraitprofessional.com/activate
You will need to enter your license token and this system fingerprint:
TA23-4J9V-7JDW-ZGSV-Q89Y-JR99
Copy To Clipboard
The web page will then provide you with the license key that you need to activate the application.
Load Key From File
If you have saved the license key to a text file, press this button and use the file open panel that appears to open the file.
Paste Key From Clipboard
Alternatively, if you have copied the license key text to the clipboard, press this button to read the key from the clipboard.
PPL-F-en-v10.2.3
Exit

Manual Activation Screen

If you cannot activate Portrait Professional using the Automatic Activation, click the Manual Activation tab to begin the manual activation process. Begin by writing down the provided system fingerprint, which is the 24 digit code on the manual activation screen and is **unique to your computer**.

On a computer with an active Internet connection, go to http://www.portraitprofessional.com/activate and enter both the Activation Token provided in the purchase mail and the System Fingerprint provided on the Manual Activation screen.

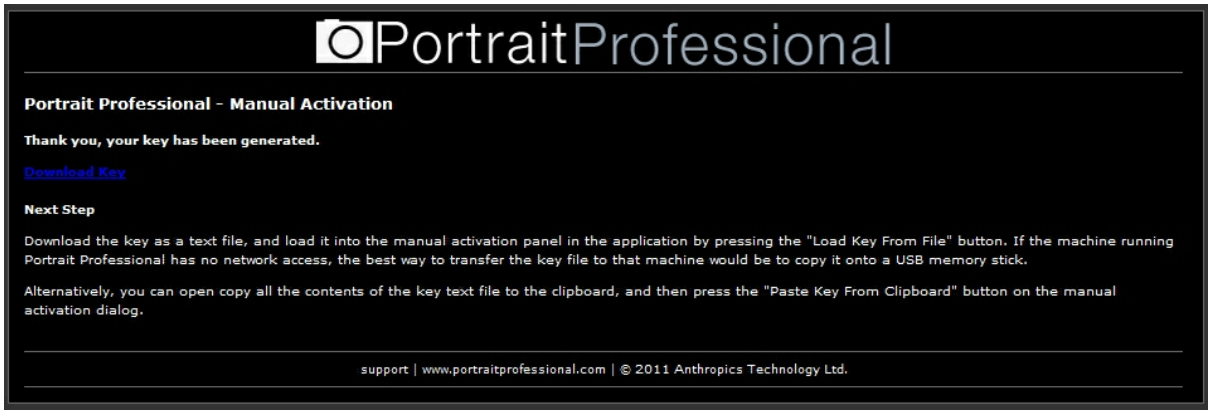

PortraitProfessional
Portrait Professional - Manual Activation
This page lets you manually activate an installation of Portrait Professional. To use this page, you need two things:
System fingerprint
To find this value, run Portrait Professional and select the Manual Activation tab in the dialog that appears. This will show you the system fingerprint, which consists of groups of 4 characters separated by dashes.
Example: M813-12ZY-34XW-56VU-78TS-9ARQ
Token
You will have received a token when you bought Portrait Professional. This consists of 5 groups of 3 characters separated by dashes.
Example: PLM-012-345-678-901
After you have entered these two values, press Get Key, and you will be given a key to enter into the Manual Activation dialog in the Portrait Professional application.
System fingerprint:
XXXX-XXXX-XXXX-XXXX-XXXX-XXXX
Token:
PLS-000-000-000-000
Get Key
support | www.portraitprofessional.com | © 2011 Anthropics Technology Ltd.

© 2012 Anthropics Technology Ltd.

Manual Activation Web Page

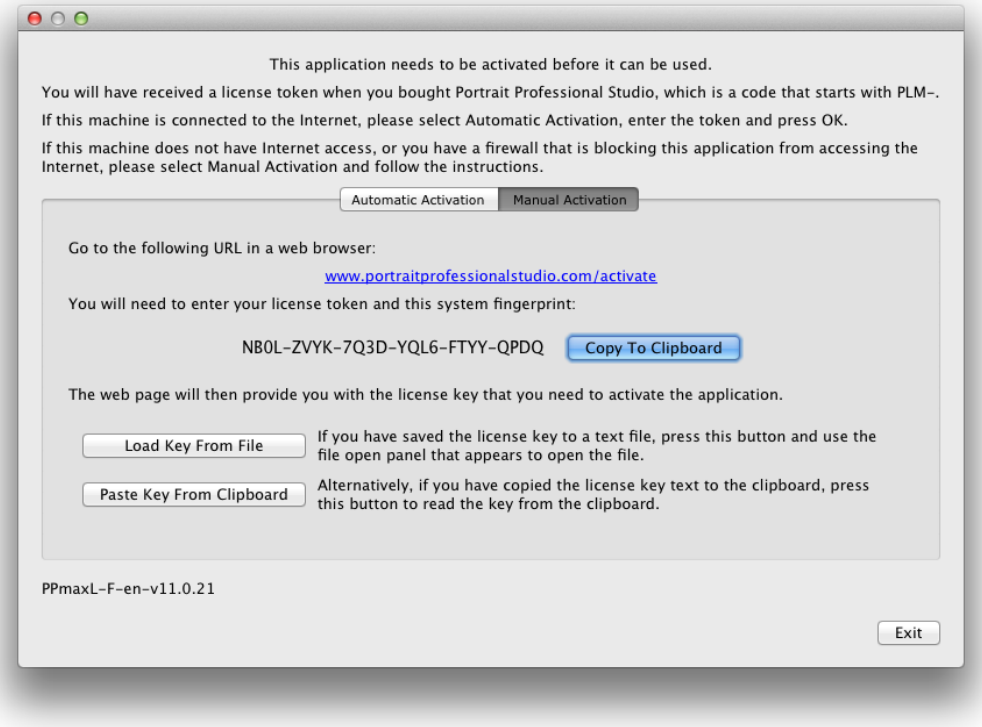
Enter the System fingerprint & the Activation token on the site & click **Get Key**. This will provide you with a link to the Download Key.

- Click **Download Key** and save the file on a USB stick so that it can be transferred to the computer without an Internet connection. The file should be named PPkey.txt.


PortraitProfessional
Portrait Professional - Manual Activation
Thank you, your key has been generated.
Download Key
Next Step
Download the key as a text file, and load it into the manual activation panel in the application by pressing the "Load Key From File" button. If the machine running Portrait Professional has no network access, the best way to transfer the key file to that machine would be to copy it onto a USB memory stick.
Alternatively, you can open copy all the contents of the key text file to the clipboard, and then press the "Paste Key From Clipboard" button on the manual activation dialog.
support | www.portraitprofessional.com | © 2011 Anthropics Technology Ltd.

Key Download Site

Insert the USB key with the PPKey.txt file into the computer that has Portrait Professional installed. Open Portrait Professional once again and return to the Manual Activation screen. At this point you have two choices on how you would like to activate Portrait Professional. The easier method is to click the **Load Key From File** button and select the PPKey file from the USB stick as shown below. After selecting the PPKey file, Portrait Professional should then successfully activate.


This application needs to be activated before it can be used.
You will have received a license token when you bought Portrait Professional Studio, which is a code that starts with PLM-.
If this machine is connected to the Internet, please select Automatic Activation, enter the token and press OK.
If this machine does not have Internet access, or you have a firewall that is blocking this application from accessing the Internet, please select Manual Activation and follow the instructions.
Automatic Activation
Manual Activation
Go to the following URL in a web browser:
www.portraitprofessionalstudio.com/activate
You will need to enter your license token and this system fingerprint:
NB0L-ZVYK-7Q3D-YQL6-FTYY-QPDQ
Copy To Clipboard
The web page will then provide you with the license key that you need to activate the application.
Load Key From File
If you have saved the license key to a text file, press this button and use the file open panel that appears to open the file.
Paste Key From Clipboard
Alternatively, if you have copied the license key text to the clipboard, press this button to read the key from the clipboard.
PPmaxL-F-en-v11.0.21
Exit

Load Key From File

© 2012 Anthropics Technology Ltd.

Alternatively, you can also select **Paste Key From Clipboard** to manually activate Portrait Professional. With this method, you need to open the text file by double clicking the PPKey.txt file. Then press CMD+A to highlight the text in the keyfile. Then press CMD+C to copy the text to the clipboard. Return to the Manual Activation Screen and then click **Paste Key From Clipboard.** Portrait Professional should then successfully activate.

License Activated

© 2012 Anthropics Technology Ltd.

Index

- 1 -

1:1 button 31

- A -

adjust outline 15
aspect ratio 70

- B -

bits per sample 54, 57
brightness slider 50
brush tools 68

- C -

color settings dialog 54, 57
contrast slider 50
controls panel 30
crop tool 50, 70
cut back skin mask tool 39

- D -

default settings 33
delete saved sliders 64
docking controls panel 30

- E -

edit menu 28
enhance image 18
extend skin mask tool 39
eye sliders 42

- F -

face button 31
face sculpt sliders 36
file extensions 74
file menu 26
file types 74
fit button 31
flipping between enhanced and original 30

- G -

gender 12
group shots 19

- H -

hair area 48
hair sliders 48
help menu 29

- I -

image orientation 12
introduction 6

- J -

jpeg 53

- K -

keyboard shortcuts 76

- L -

language dialog 59
locate features 14

- M -

manage sliders dialog 64
mouth sliders 45
multiple faces 19

- N -

navigator 31
neckline 65

© 2012 Anthropics Technology Ltd.

- O -

opacity (brush) 68
open image 12

- P -

pan tool 68
picture sliders 50
presets 33

- Q -

quick start guide 7

- R -

radius (brush) 68
red eye removal 42
rename saved sliders 64
re-order saved sliders 64
restore tool 39
rotate image 12

- S -

save image options 53
save sliders dialog 62
saved sliders 33
select gender 12
shape sliders 36
skin area 39
Skin Coloring Controls 35
skin lighting 47
skin selection dialog 65
skin sliders 39
sliders 35
start 6

- T -

tiff 53
touch-up tool 39

- V -

view after only 30
view before and after 30
view menu 28
View/Edit Skin Area 47

- Z -

zoom control 31

© 2012 Anthropics Technology Ltd.